

Scud

Great guns!

RESIDENT EVIL 2

The undead live!

Double-barreled adventure!

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RAIDER

GAMEPRO

THE #1 MULTIPLATFORM GAMING MAGAZINE

issue
101

Wanna
Fight?

KILLER INSTINCT GOLD

Ultimate Strategies

- Mortal Kombat Trilogy
- Virtua Fighter 3

For PC Freaks

- Command & Conquer: Red Alert
- Duke Nukem 3D: Plutonium Pak
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Virtua Cop 2 • Bug Too!
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Soul Blade



Dark Forces



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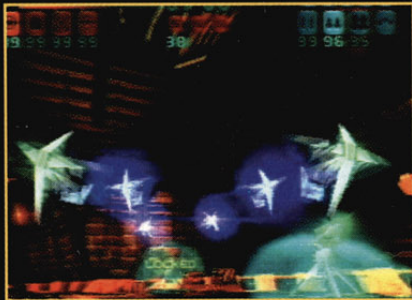


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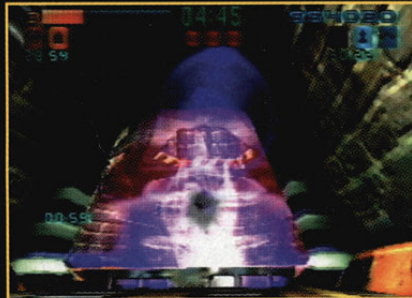


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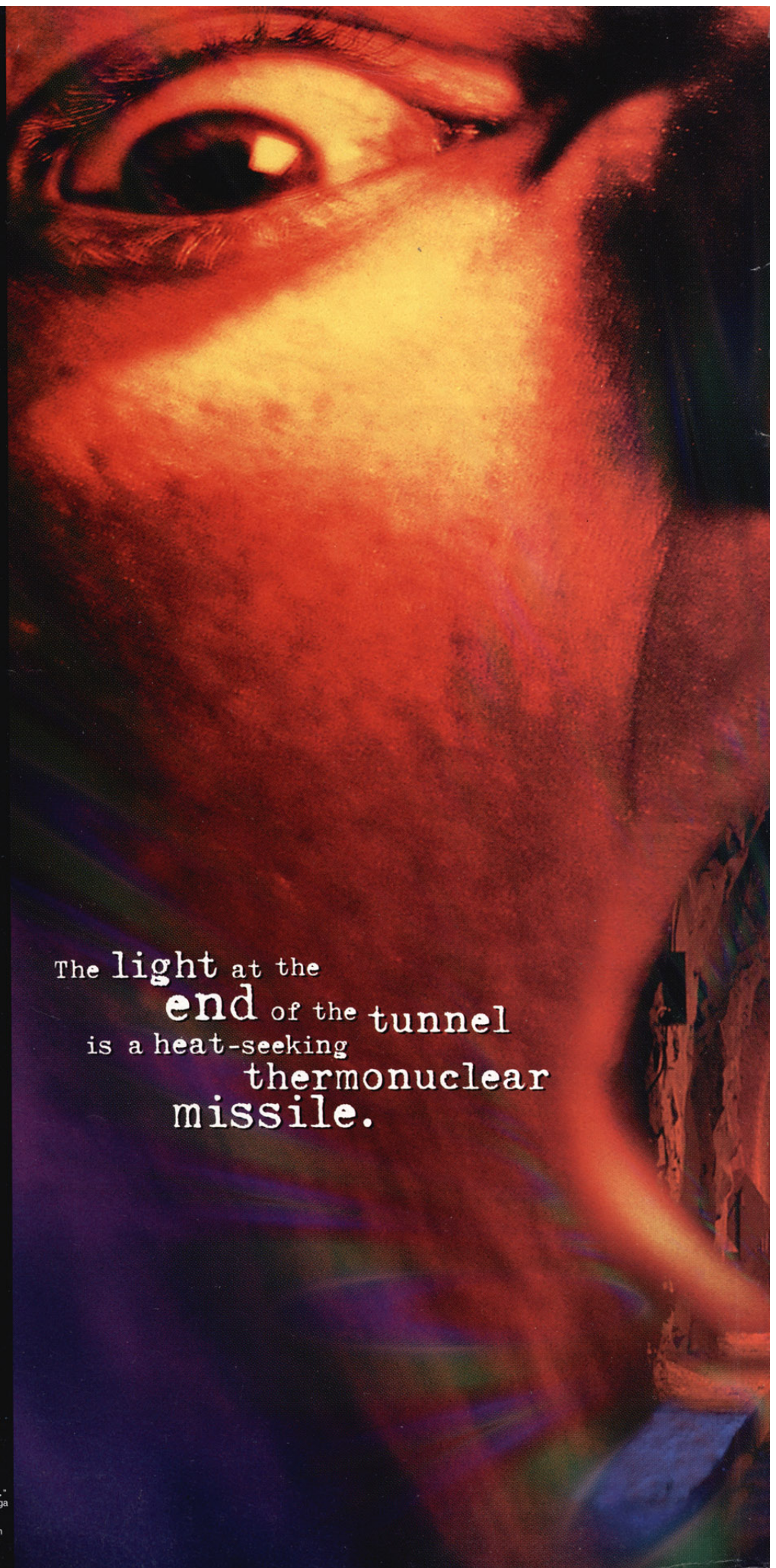
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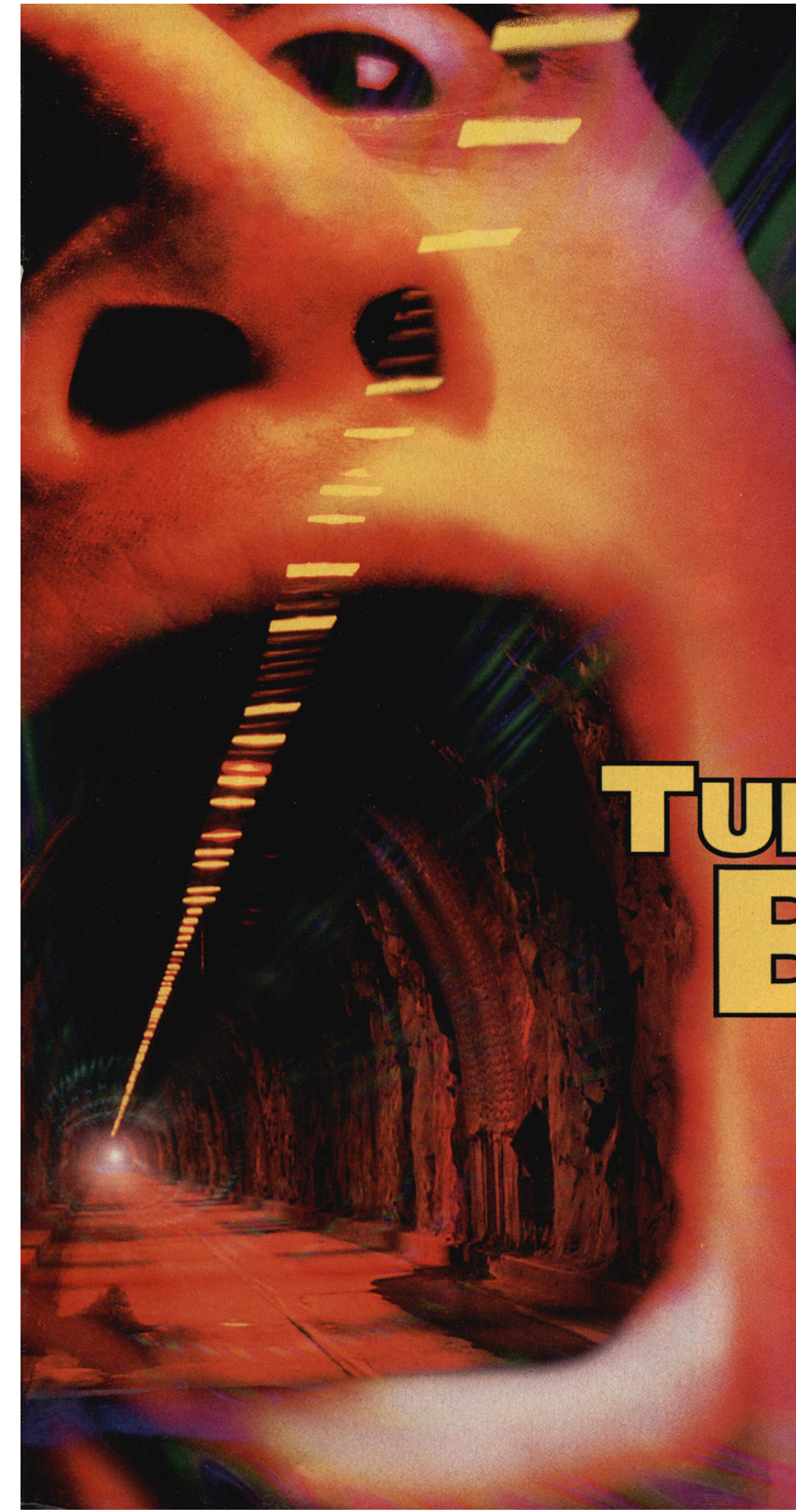
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The light at the
end of the tunnel
is a heat-seeking
thermonuclear
missile.



TUNNEL B1

underground.

faster than **fear**.
you have become
one with your war
machine.

flesh **sears**.
metal **warps**.

darkness enfolds you.
the **tunnel** has
swallowed you whole.

it is alive with the
instruments of
death.

even the walls
want to **kill** you.
the speed hurts.

trigger finger
blisters.

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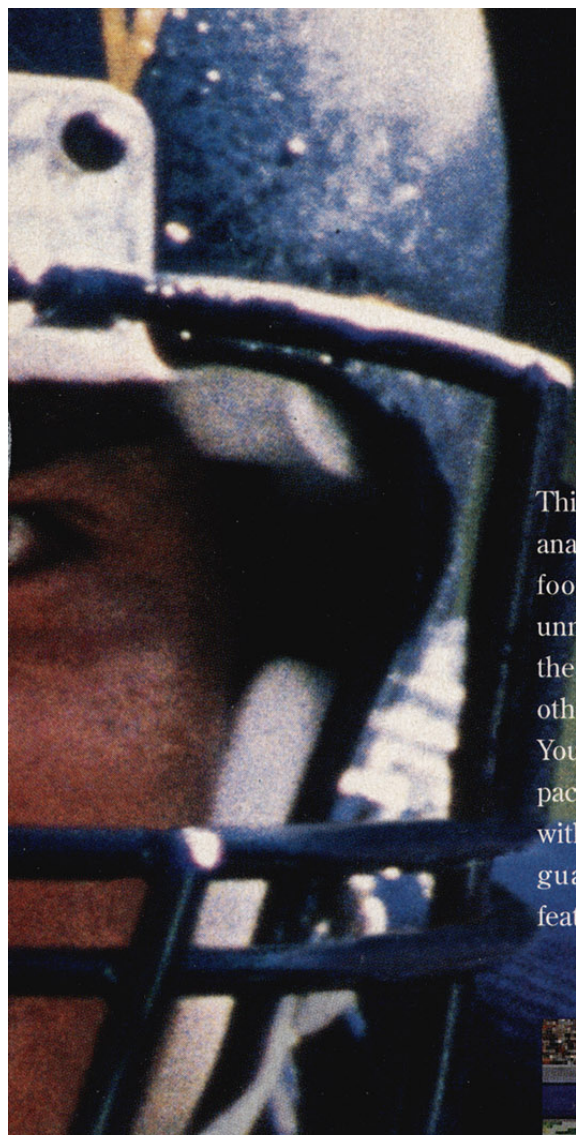
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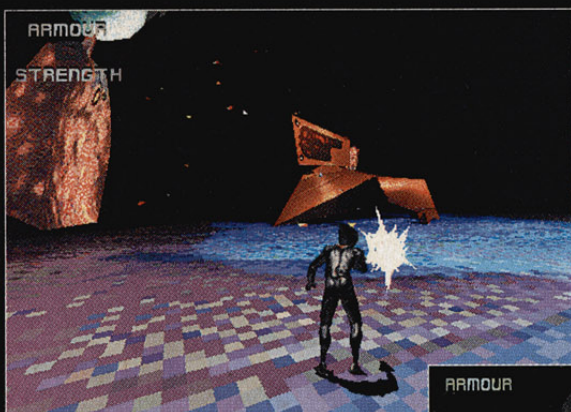
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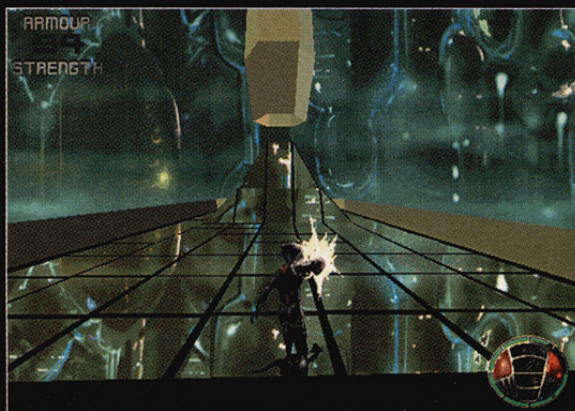


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PC CD-ROM

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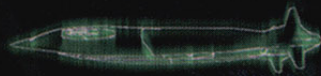


DINOSAUR HUNTING SEASON OPENS MARCH '97



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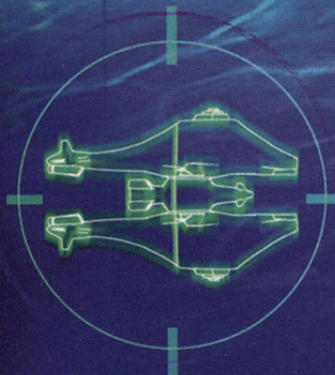
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- 2.75' Blowpipe heavy rockets
- 2.75' F-90 cluster munitions
- 25mm GAU-90 4 barrels rotary cannon
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- 2cm multiheterodyne pulse laser
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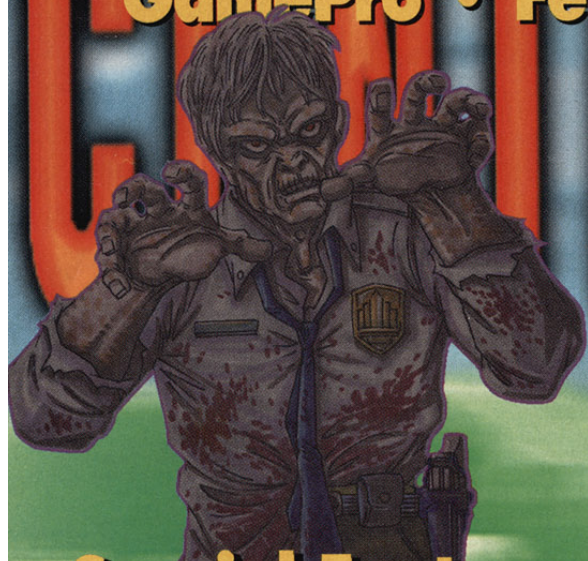
COME HELL AND HIGH WATER

TIGERSHARK



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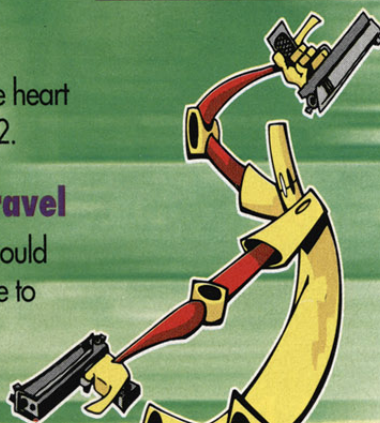
Special Features

36 Resident Evil 2: The Horror Continues

Who knows what evil lurks in the heart of the PlayStation? Resident Evil 2.

40 Have Gun Game, Will Travel

Scud: The Disposable Assassin could cause Saturn owners everywhere to take up arms.



COVER FEATURE

62 Killer Instinct Gold

Nintendo's struck gold...or maybe it's Gold that's struck Nintendo! Killer Instinct Gold turns the N64 into a mean fighting machine and gives new meaning to the "Gold" standard.



Orchid, Spinal, and the rest of the KI gang turn the N64 into Gold.

100

SWATPro Strategy Section



Mortal Kombat Trilogy PlayStation and Nintendo 64 ProStrategy Guide

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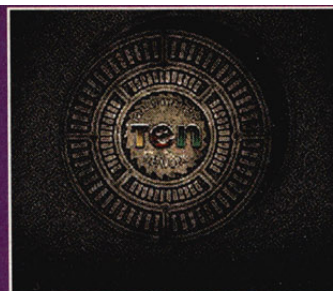


Game Finder (Reviews & Previews)

Andretti Racing..... 90	K-1 The Arena Fighters..... 48	Rush Hour..... 50
Area 51..... 80	Killer Instinct Gold..... 62	Samurai Shodown III..... 74
Batman Forever: The Arcade Game..... 82	The King of Fighters '95..... 74	Scud: The Disposable Assassin..... 40
Bug Too!..... 76	League of Pain..... 48	SkyNET..... 53
Burning Road..... 72	Mace: The Dark Age..... 58	Soul Blade..... 46
Carmageddon..... 50	Machine Head..... 74	Spider..... 47
City of Lost Children..... 47	MDK..... 54	Spot Goes to Hollywood..... 84
Command & Conquer: Red Alert..... 52	NBA Hangtime (Genesis)..... 93	Starwinder..... 74
Crime Wave..... 84	NBA Hangtime (Nintendo 64)..... 89	Street Fighter Alpha 2..... 86
Cruis'n USA..... 64	NBA In The Zone 2..... 92	Ten Pin Alley..... 70
Crusader: No Remorse..... 78	NBA Shoot Out '97..... 94	Tempest..... 74
Dare Devil Derby..... 74	NFL '97..... 92	Test Drive: Off-Road..... 51
Dark Forces..... 68	NFL GameDay '97..... 88	TNN Motor Sports Hardcore 4X4..... 72
Daytona USA..... 90	NHL '97..... 93	Tomb Raider..... 66
Championship Circuit Edition..... 90	Peak Performance..... 50	Tunnel B1..... 74
Dragon Force..... 96	Pitball..... 72	Virtua Cop 2..... 80
Duke Nukem 3D: Plutonium Pak..... 53	Power Slave..... 70	Virtual On Cyber Troopers..... 82
FIFA Soccer '97..... 95	Prince of Persia 2..... 86	War 3010: The Revolution..... 87
Incantation..... 86	Resident Evil 2..... 36	Warhammer: Shadow of the Horned Rat..... 97
Iron and Blood..... 74	Revelations: Persona..... 98	WCW vs. The World..... 48
	Robotron X..... 72	Williams Arcade's Greatest Hits..... 87



Soul Blade (Soul Edge Version II) cuts a mean path from the arcades to the PlayStation. Page 46.



Hang TEN on the Internet! Page 30.

DEPARTMENTS

20 Head-2-Head: Letter from the GamePros

20 The Mail

21 Art Attack

22 Buyers Beware
The consumer's hotline!

26 ProNews
What does the new year hold for the Nintendo 64?

30 NetPro
Ready for online gaming? Count on TEN.

44 Overseas Prospects
Hot games from the Sony PlayStation Expo!

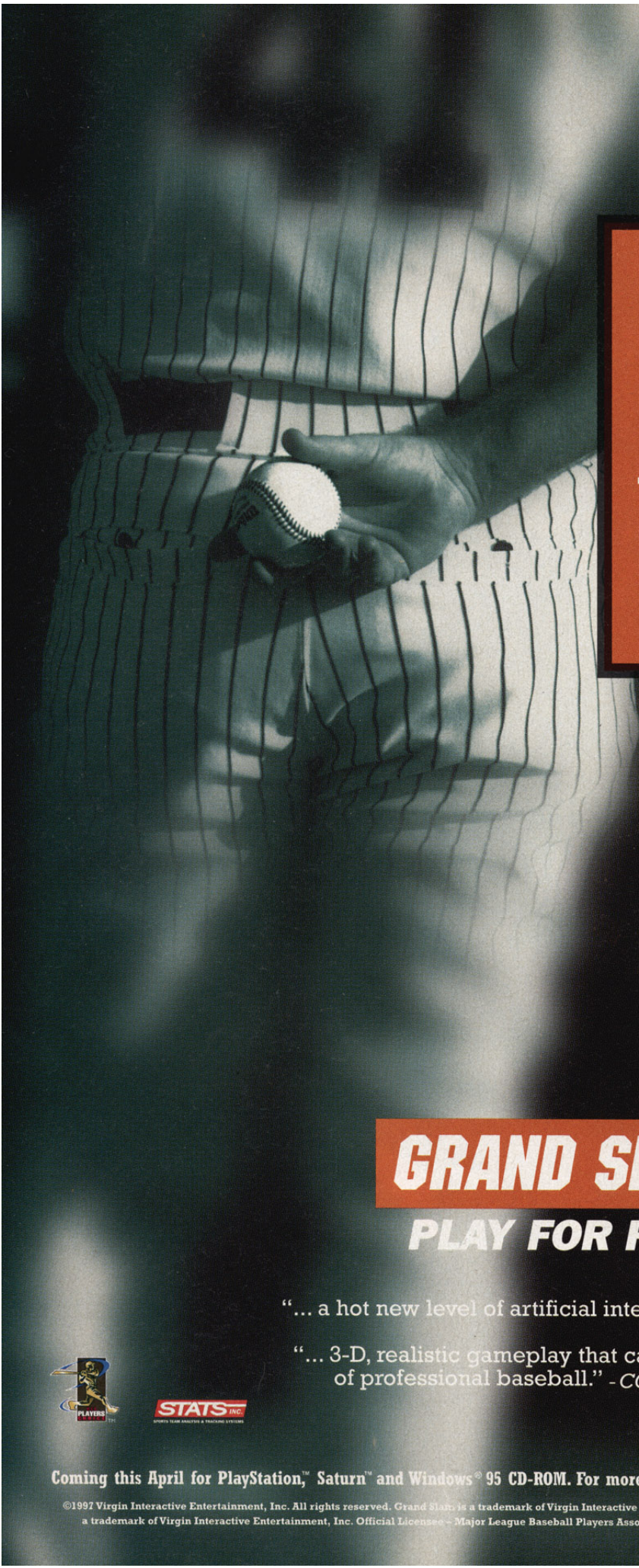
46 Sneak Previews
Soul Blade, Spider, WCW vs. The World, and more!

52 PC GAMEPRO
Command & Conquer: Red Alert, Duke Nukem 3D: Plutonium Pak, MDK, SkyNET, and more!

58 Hot at the Arcades
Mace: The Dark Age—a hot 3D fighter!



MDK! Page 54.



His heater
will cross the dish in
.4 seconds.

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HE LEADS A GANG OF RUTHLESS THIEVES.
HIS TITANIUM SWORD IS A LETHAL WEAPON.

(GO AHEAD. YOU TELL HIM HE'S WEARING A GIRLIE HAT.)



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He's got unblockable moves. He's got a huge arsenal of 10-string combos and air juggles. What's that mean? That means Mr. Yoshimitsu can wear any damn hat he wants. With a new-found ability to disappear and reappear, the stealthy Samurai can carve you a new orifice in seconds flat.



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HEAD 2 HEAD

LETTER FROM THE GAMEPROS

GAMEPRO READERS SPEAK OUT

Just when you finally decided on which new system or which new games to buy for the holidays, along comes word of another new system. It figures, right?

Actually, talk of the 64-bit M2 system, which was developed by The 3DO Company, has been around since 1995. One of our readers, Gxuxidxax, is right in questioning 3DO's credentials in his adjacent letter. 3DO abandoned its own console system last year (see the letter from Kevin Parsons), which gives a lot of angry 3DO Multiplayer owners the right to question the legitimacy of any new system from 3DO.

However, it's not 3DO's track record you need to examine. Consider instead the immense size of the company that now

READY FOR ONE MORE NEW SYSTEM?

owns the M2: Matsushita Electric Industrial Co., Ltd., which bought M2 from 3DO in 1995 for a cool \$100 mil (see "ProNews," January 1996). The maker of computers, TVs, stereos, and new digital video disc players under labels that include Panasonic, Quasar, and Technics, Matsushita is potentially bigger than Sega, bigger than Sony, bigger than Nintendo—bigger than Shaq and Michael Jordan put together!

Matsushita didn't become one of the richest companies on the planet by investing in failed technology. Supposedly its M2 system is more powerful than the N64. Supposedly a handful of developers are working on over a dozen M2 games. Supposedly the hardware and software will be out sometime this year. That's a lot of supposing, but it may happen. After all, Studio 3DO (the software division of The 3DO Company) tells us it's finished several M2 games already.

Of course, news of another hot product isn't that welcome if you just invested a hefty sum in the current systems. Our advice? Don't think too much about the M2 or the rumored PlayStation 2 or anything else just yet. Kick back and enjoy whatever system you own, as Shawn Seufferer tells us he's doing in his adjacent letter. Start stocking up on all the great new games that are out. As a survivor of the holiday system wars, you deserve some time to just play.

The GamePros
comments.gamepro@gamepro.com
San Mateo, CA

SYSTEM WARS

I've been hearing about how Matsushita's M2 system is going to destroy the competition among new systems. Well, this is for everybody who thinks the M2 is going to rock your world: The 3DO Company's track record is nothing to brag about. So, all of you waiting for the M2 to redeem 3DO, don't hold your breath.

Gxuxidxax
Internet

Coach Kyle replies:

Good point about 3DO's past. But it's not their track record you should watch. See the adjacent "Letter from the GamePros" for news of yet one more system to think about.

Why doesn't my 3DO system get any good new games like the Saturn and PlayStation do?

Kevin Parsons
Aberdeen, OH

Captain Cameron replies:

Your system has gone the way of the NES, Jaguar, and 32X. Last fall 3DO announced that no more games would be coming out. See "ProNews," December 1996, or the Hot News reports on GamePro Online, our sites on America Online (keyword: GamePro) and the World Wide Web (<http://www.gamepro.com>), for more about 3DO's new online, PC, and M2 activities.

I think a collective "I told you so" is in order for all the naysayers who said Nintendo would never come out with a great new system for under \$250. I used to own a PlayStation and Saturn, and like a lot of 32-bit owners, I didn't want to admit that I screwed

up by not waiting for the N64. The N64's an amazing system, and its games aren't outrageously priced (\$59 for Super Mario 64 seems like a pretty good deal). Sure, future N64 games may be more expensive than they are now, but that's always been the trend for new systems.

Shawn Seufferer
Roca, NE

GAMES 'N' GEAR



The ad for Twisted Metal 2 has a secret code.

Page three of your November 1996 issue has an ad for Twisted Metal 2. Printed in purple on a car's right tire is a code: Up, Down, Right, R1. Is that a secret code?

Daniel Chen
New York, NY

Johnny Ballgame replies:

It's a code, but it's no longer a secret. Go to the two-player challenge, and at the Choose Battle Ground screen, press Up, Down, Right, R1. You'll then be able to race through a swamp track from Jet Moto, another PlayStation game.

WE'RE NOT PERFECT

In our review of Tecmo's Deception ("Role-Player's Realm," December '96), we incorrectly stated the game's name was just Deception. GamePro regrets the error.



The GAMEPRO Ratings System

1989 - May 1996



June 1996 - January 1997



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FEBRUARY 1997 -



READER REPORT

What is the name of the ratings guy whose face is shown when you score games?

Rodmon Wilson
Atlanta, GA

Reader Reporter replies:

Good question, Rodmon. As a matter of fact, in this issue we've changed the look of our ratings guy. He got a new look about a year ago, and we've updated him again. After all, we're a little older now, so he should be, too. He's also more expressive and able to give a 0.5 rating for those games that really deserve it.

He doesn't have a name yet, and it's about time he gets one. So we're asking readers for their suggestions. Next time you drop us a line (either a letter or e-mail), add a suggestion for a name for our ratings guy. We'll post your nominees in a future Reader Report.

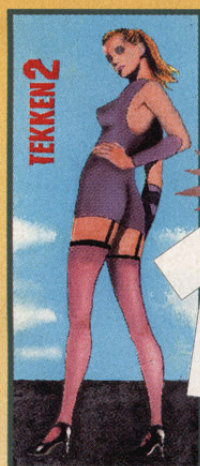
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Art Attack Pick of the Month



Rodolfo A. Ruiz Harazda
Mexico City, Mexico

PRIZE!

This month's winning artist will receive a GamePro T-shirt!



Jason Enriquez
Brentwood, NY



Brent Engstrom
Salima, KS



Meghan Kamaka
Costa Mesa, CA



Santos Diaz
Flushing, NY

Whaddaya Think?

This is **your** magazine, so tell us what you'd like to see in it. Send your suggestions to:

GamePro Magazine

Dear Editor
P.O. Box 5828
San Mateo, CA 94402

We cannot publish all letters and e-mail messages, and we cannot send personal replies to your letters or e-mail.

E-mail us your comments through America Online
or at this Internet address:
comments.gamepro@gamepro.com

BUYERS BEWARE



By The Watch Dog

Just when I've finally recovered from New Year's, now along comes Valentine's Day to warm the cockles of my heart. Oh great, just what I need, hot cockles. Meanwhile, here's some help for consumers who've been left out in the cold.

Q:

I heard there's a company that will modify my PlayStation so it will be able to play Japanese games. Is this true? Is it legal?

Anonymous, San Francisco, CA



It's chips ahoi for the PlayStation, but you're sunk if something goes wrong.

A:

The Watch Dog states:

Based on recent actions by Sony Computer Entertainment of America (SCEA), modifying your PlayStation to play Japanese games is bad news. This procedure involves sending your PlayStation and about \$80 to certain companies; what you'll get back is your console with a new PSX Peripheral Interface Controller (PIC) chip enabling you to play Japanese, U.K., and U.S. PlayStation games.

Since you can also play counterfeit PlayStation games, however, SCEA filed several lawsuits against five companies that install PIC chips. Says Riley Russell, SCEA's director, legal and business affairs, "Sony will not tolerate illegal actions as they relate to our products and...will vigorously prosecute all infringements to the greatest extent of the law."

That's very bad news if something goes wrong with your PlayStation because of the PIC chip: Sony's warranty is nullified if you tamper with the PlayStation's circuitry.

Q:

Is there something wrong with my Nintendo 64 controller? Sometimes when I start Super Mario 64, Mario just runs around in circles.

Lori Brandon, Miami, FL



When he's on the run like this, Mario needs a restart.

A:

The Watch Dog replies:

There's nothing wrong with your controller. As you turn on the game, make sure you're not accidentally pushing on the thumbstick. If you hold it to one side while you start the game, Mario will continually run in one direction and be almost impossible to control.

For a further detailed description, see page 2 of your Super Mario 64 instruction manual.

Q:

What's up with XBand? They don't support new games, and I hear they may disappear. This news came as quite a shock to me, since XBand was still being advertised in your fall issues.

Hans Grini, Olympic Valley, CA



X-pectin' XBand

A:

Lynn Heublein, vice president of business development at Catapult (makers of the XBand modems), explains XBand's status:

"We have no immediate plans to discontinue the XBand service for the SNES and Genesis. True, we haven't added new games lately, but we still may. We do still update our news and offer new events on XBand. At some point in 1997 we'll try to migrate gamers over to the new service we're setting up for the Sega Saturn. XBand for the Saturn will utilize the Saturn Net Link, so you won't have to buy another modem in order to play against other gamers. The service should be out soon."

A

t *GamePro*, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. If you have a complaint about a product, write to:

GamePro's Buyers Beware

P.O. Box 5828
San Mateo, CA 94402

E-mail us your product complaints through America Online
or at this Internet address:

buyers_beware.gamepro@gamepro.com

[DIAGNOSIS > MIND BLOCK]



SYMPTOMS :

- > Uncontrollable compulsion to play Super Puzzle Fighter
- > Obsession with color patterns and falling gems
- > Victory induced Euphoria
- > Extreme competitive tendencies: gloating, etc.

[WARNING : HIGHLY CONTAGIOUS]

Rx :

- > Continue regimen of frequent game playing
- > Defeat friends repeatedly to relieve anxiety



"Ferociously competitive, unfairly addicting... a fantastic puzzle game... you just won't be able to stop."

★★★★★

NEXT GENERATION
Oct. '96



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sidewinders, and
chainguns. For an
outfit that's not
even supposed to
exist, they're lethal.



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PRO NEWS

February 1997

More Delays for Big-Name N64 and PSX Games

Nintendo continues to chant a familiar theme for its 1996 Nintendo 64 games. "Quality, not quantity" is the mantra Nintendo is repeating over and over to the gaming community as an explanation for the lengthening list of delayed N64 games. So far, all but the very first two launch titles (Super Mario 64 and Pilotwings 64) have been subject to delays at one time or another. **Star Wars: Shadows of the Empire**, **Cruis'n USA**, **TetriSphere**, and other highly anticipated games that were announced last summer as likely fall releases were all delayed by a month or more. And now comes word that one key game has been formally delayed not once, but twice: Acclaim's **Turok: Dinosaur Hunter** is once again going to miss its targeted ship date.

"Turok: Deadline Hunter" might be a better title for this belated game. After a first delay pushed Turok from a possible November release into January of this year (see "ProNews," January), a second delay has bumped it closer to spring '97. The long-awaited comic-book-based first-person shooter is now scheduled to ship on March 3. Said an optimistic Jim DeRose, president of Acclaim North American Operations, "Turok promises to be one of the strongest titles ever from Acclaim, and we're confident that it will live up to the excitement and anticipation it has generated."



Movie settings such as this embassy staircase provide the backdrop for espionage and intrigue in Mission: Impossible.

however, does not portray the main character for the game due to expensive licensing issues.

Mark Rogers, producer of Mission: Impossible, is glad to have more time to work on the game. "Mission has a number of unique qualities within it. We could've dropped those aspects to meet the deadline, but we decided to persevere and make it the game we wanted it to be. Mario 64 took something like four years to develop, and it shows. Being on time is not always a good thing; delays

Another big-name N64 game lagging behind is Ocean's **Mission: Impossible**. When an underwhelming early version was shown at the Electronic Entertainment Expo last May, MI was due to be out in time for the recent Christmas shopping season. Delays throughout the fall have made MI now a likely March or April release. As expected, the game is loosely based on last summer's Tom Cruise movie. Cruise,



Mission: Impossible utilizes multiple camera views—this is the shot when Ethan turns the camera on himself.

mean that it will be a better game." Rogers added that Ocean already has additional unspecified N64 titles in the works.

The N64 isn't the only system with eagerly awaited games running late. The PlayStation has seen its biggest winter title get bumped all the way to the fall. **Resident Evil 2**, the sequel to last year's critically acclaimed game, was originally projected as a March release, but Capcom confirms that the game is now due in September. Delays are nothing new for Resident Evil fans: Last year's hit game was bumped from December '95 to March '96, but the extra three months of tweaking paid off for Capcom as Resident Evil became the top-selling PlayStation game of all time. "If a game takes longer to produce, but a better game results, then the delay is justified," explained Shinji Mikami, lead game developer on Resident Evil and producer of RE2.

Layoffs Hit Mindscape

The layoffs and cutbacks that have hit the video game industry in the last two years have found a new target: **Mindscape**. Following in the

Inside Scoop

- In November the Shoshinkai show, Nintendo's annual showcase of video game hardware and software, gave the press its first look at a prototype of its 64 Disc Drive (64DD) for the N64. By increasing the N64's storage capacity by eight times, the 64DD add-on enables players to radically customize the characters and gameplay of their games. Also on view at the show were over three dozen new N64 games, including Star Fox 64 and Mario Kart 64. Finally, Nintendo announced that the N64 had sold 750,000 units in the U.S. before Thanksgiving, making it the fastest-selling system of all time. See our next issue for a detailed eyewitness report from the Shoshinkai show.

- Download games onto a blank cartridge at your corner 7-11? Something like that may happen next summer in Japan, according to a new plan hatched by Nintendo. Apparently, Japanese convenience stores will have new Nintendo machines that customers will use to download Nintendo games onto blank Super Famicom cartridges (the SF is the Japanese equivalent of the Super NES).

Prices for downloading individual games could be as low as \$10 in some instances (with an additional charge for the blank cartridge). Nintendo has already worked out the deal with Lawson, Inc., which operates about 6000 convenience stores in Japan.

- Square's dream of becoming a movie-making force came a little closer to becoming a reality recently when the Japanese game-making company signed a technology agreement with Alias/Wavefront, a subsidiary of Silicon Graphics. Square and A/W will work together to produce cutting-edge computer graphics for Square's first feature film. Square has already availed itself of A/W technology for the upcoming Final Fantasy VII. No further details about Square's movie are available yet.

depressed footsteps of software companies like Acclaim, JVC, Crystal Dynamics, and American Laser Games, Mindscape dismissed 12 members of its game-development teams in November. These teams, which worked on *Steel Harbinger* and *Sidewinder* for the PlayStation, were let go as a cost-cutting measure.

Nancy Van Natta, Mindscape's vice president of marketing, was quick to point out that the company would still be developing games. Still in the works is the new **Mindscape Sports Authority** line of hoops, golf, baseball, and gridiron games, as well as **Marvel 2099** for the PlayStation. Mindscape will also be distributing Crystal Dynamics' **3D Baseball** for the PlayStation and Saturn.

For a while the company was also a member of Nintendo's "Dream Team" of N64 developers, but their *Monster Dunk* basketball game was canceled over the summer.



Among Mindscape's recent efforts are *MegaRace 2* for the PC...



...the role-playing-game *Warhammer: Shadow of the Horned Rat* for the PlayStation...

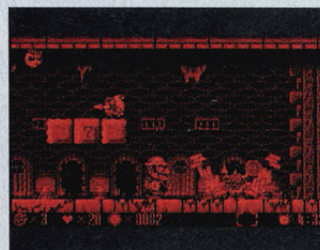


...and the space racer *Starwinder* for the PlayStation.

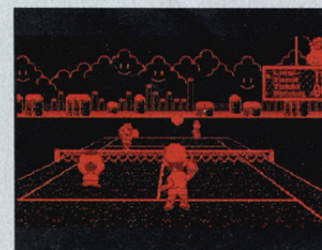
Nintendo Kills the Virtual Boy

Say goodbye to the **Virtual Boy**. Nintendo has finally pulled the plug on its beleaguered 32-bit tabletop system. According to a top source at Nintendo, "Nintendo of America is not focusing any more marketing efforts on the Virtual Boy, which means there are no more new Virtual Boy games coming out."

Launched in the summer of 1995 with a price tag of \$179, the Virtual Boy and its black-and-red game screens never caught on with



The two highest-rated Virtual Boy games of all time: *Wario Land*...



...and *Mario's Tennis*. Both games got 5.0 Fun Factor ratings.

gamers. It sold well under 50,000 units in North America (by comparison, the Game Boy has sold over 20 million units). With almost no third-party support, only 14 Virtual Boy games (barely one a month) ever made it to store shelves.

The end for the Virtual Boy comes with a whimper, not a bang. The two final games that should have been available in time for this past holiday season—*Bound High* and *Dragon Hopper*—were never released. This leaves Atlus's *Jack Brothers*, an October '96 release, as the last Virtual Boy game. **G**



News Bits

- Tom Clancy, the best-selling author of spy novels like *The Hunt for Red October* and *Patriot Games*, has joined with Virtus Corp., maker of 3D animation tools, to form a new games company called Red Storm Entertainment, Inc. Red Storm will develop and market unspecified new games for the Internet and PC. Clancy assumes the role of chairman of the board for the new company.

- Prospective artists might want to check out a new Cloud 9 Interactive game called *How to Draw the Marvel Way*. Legendary comic-book illustrator Stan Lee shows how to draw superheroes such as Spider-Man, the Hulk, and the X-Men. Over 90 drawing lessons, a "What's Wrong With This Picture?" challenge, and backgrounds on Marvel artists and their creations are included.



▲ The Cloud 9 Web site offers an inside look at the new Marvel CD (<http://www.cloud9int.com/>).

Sweepstakes winners ► Rudy Espinosa (left) and David Dispain spent a day playing games in the GamePro offices.



- Last summer's Blockbuster Video Games of Summer Sweepstakes resulted in a November getaway weekend for two first-prize winners and their guests. After spending two days in San

Francisco, the winners enjoyed a game-filled day at nearby GamePro headquarters (two other first-prize winners were unable to make the trip). The lucky winners were Rudy L. Espinosa, 21, from Arizona, and David Dispain, 22, from Georgia.

AOL

WEB

Hot News from GamePro Online

America Online users can now get daily game news updates. Use the keyword **GAMEPRO** to access GamePro Online, then head straight to the Hot News section to get the latest video game news. You can also read daily updates of news in the GamePro Online Web site at <http://www.gamepro.com>.

THE ULTIMATE BATTLE IS THE ONE YOU FIGHT ALONE...

An alien conspiracy

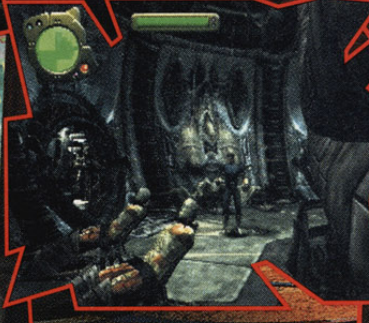
A bizarre
and brutal dimension

A deadly trap with only one
chance for survival...

4 lethal alien attackers can gang up
on you, using FIRST and ONLY
Behavioral Artificial Intelligence.

Take on 20 merciless alien species
with over 100 martial arts moves.

Explore over 1,300 rendered environments across five hostile worlds.



"...one of the first *true* 3D fighting games."
Next Generation

"If you're in the mood for a combination of
fighting and action, this is for you"
PSX 1996 Holiday Buyer's Guide

PERFECT WEAPON

"Perfect Weapon may very well end up as one of the most
unique and exciting products to hit the PlayStation this year"
Greg Off, Editor in Chief, PS Extreme

"Whoa, a new approach to a fighting game. I found the
3D realism and the moves really appealing"
Electronic Gaming Monthly

"Years from now when action/fighting games
advance to a higher level, I feel gamers will look
back to find this game at their roots"
Electronic Gaming Monthly

"I have reviewed over 1,000 games and have
never seen anything like Perfect Weapon"
Lawrence Neves, Senior Editor, Game Pro

"A nice, long, difficult quest (for a change!)"
Intelligent Gamer

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Camera angles move as fast as you do.



<http://www.ascgames.com>

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ten-hut!

A hands-on look at one of the newest, biggest, and best multiplayer gaming services.

By The Net Nut

<http://www.ten.net>

Of all the main online gaming services like Mplayer, DWANGO, and Engage, the Total Entertainment Network (TEN) has probably done the best job of establishing a fast, fun online community for a sophisticated audience (for an overview of all the top online gaming services, see "NetPro," January). TEN has enough games, enough extras, and enough attitude that it just may rate a perfect "10" with serious PC gamers. Here's a close-up look at the service, the start-up procedure, and the games.

The Community of TEN

Operating out of San Francisco, California, TEN has created an elaborate system of nationwide connections for high-speed multiplayer gaming. Basically, players who have a PC, a modem, an Internet connection, and a copy of a PC game like Command & Conquer or Warcraft can become TEN subscribers paying monthly fees to compete against thousands of other gamers who own the same games. There's lots of high-powered fun, but not a lot of childish foolin' around, because TEN is geared for an older audience (only gamers 18 years old or older are allowed to sign up).

To attract the hardcore gamers who will compose the bulk of the subscriber list, TEN starts with a definite grunge look. It's not friendly, and it's not pretty, but it's not trying to be. If you want friendly, try Mplayer (<http://www.mplayer.com>) or the family-oriented Entertainment Online (<http://www.e-on.com>). But if you want cool, descend through the TEN man-hole on their Web site (<http://www.ten.net>). As you fall into the subterranean TEN world, you'll see graphics that suggest a decaying war zone, as if Duke Nukem himself had recently blasted some old factory.

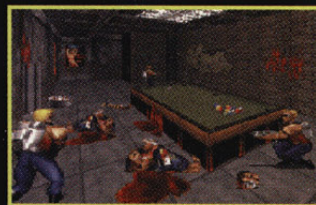
Besides its dark mood, TEN uses its appealing roster of games to attract hardcore players. TEN worked aggressively to get exclusive marketing deals for the top titles, including the strategy game Dark Sun: Crimson



Deadlock: Planetary Conquest puts you in charge of a space colony. You compete to explore your new world and develop the resources of your young colony.



Command & Conquer is a unique war strategy game that balances real-time combat with the strategy required to build a successful base of operation.



The manic multiplayer mayhem of Duke Nukem 3D.

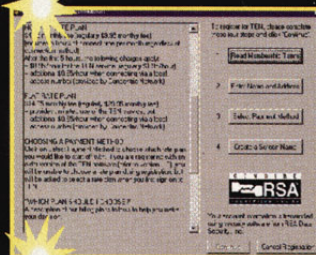


On this TEN screen, the column at left offers you different games to play, while the column at right lists some game-related events.

Log On...



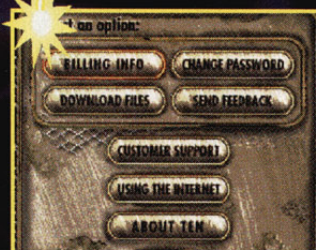
The first screen new users will encounter. Here you choose to use either your own ISP or TEN's Concentric Network to connect.



New users can select from a variety of monthly pay plans (hardcore users will want the flat fee for unlimited playing time).



Having signed up, new users now sign on with their own screen name and password.



Get instant info about your bill, or download game files and maps.

Take 2 CD-ROMs for \$9⁹⁵ ea.

Plus 1 more at great savings! (See details below.)

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DOS 486/66, 8mb, M
NEW **Harvester**
DOS 486/66, 8mb, M
The 11th Hour
DOS 486/66, 8mb, M



Compton's Interactive Encyclopedia '97
General Ref. 5090501
WIN 3.1 486/66, 8mb, M



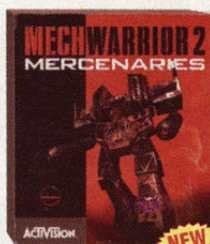
Command And Conquer
Strategy Game 5050208
DOS 486/66, 8mb, M

- 7th Guest**
DOS 386 or MAC LCIII, 4mb, M
Star Trek Deep Space Nine: Harbinger
DOS 486/66 or MAC 68040, 8mb, M
Shannara
DOS 486/33, 4mb, M
First Aid '95 Deluxe
WIN 3.1 386, 4mb, M
NEW **Muppet Treasure Island**
WIN 3.1 486/66, 8mb, M
Spycraft: The Great Game
DOS 486/66 or MAC 68030, 8mb, M
Chessmaster 5000
WIN '95 486/66, 8mb, M
Java Programmer's Library
WIN 3.1 386, 4mb, M
Dinotopia
DOS 486/66, 8mb, M
NEW **Final Doom**
DOS 486, 4mb, M, J, K
Compton's Complete Street Guide
WIN 3.1 386, 4mb, M
NEW **NCAA Championship Basketball**
DOS 486/66, 8mb, J, K

- Strategy Game 5091301
Adventure 5090600
Interact. Game 5054309

- Interact. Game 5004700
Adventure 5072608
Role Playing 5065008
Utilities 5066402
Adventure 5085303
Adventure 5063201
Strategy Game 5083605
Computer Tutor. 5073200
Adventure 5063003
Arcade Style 5083209
Travel 5065909
Sports 5089503

- NEW** **NHL Powerplay '96 Hockey**
WIN '95 486/66, 8mb, M, J, K
NEW **Time Commando**
DOS 486/66, 8mb, M, K
Silent Thunder: A-10 Tank Killer 2
WIN '95 486/66, 8mb, M, J
The Oregon Trail II
WIN 3.1 486, 4mb or MAC 68030, 5mb, M
Connections
WIN 3.1 486/33 or MAC 68040, 8mb, M
Heretic
DOS 486, 4mb, M, J
NEW **World Beer Hunter**
WIN 3.1 486/66 or MAC 68030, 4mb, M
Hexen
WIN 3.1 486/33 or MAC 68040, 8mb, M, J
Mechwarrior 2
WIN '95 PENTIUM, 12mb, M
Mission Critical
DOS 486/33, 4mb, M
Doom II
DOS 386/33, 4mb or MAC LCII, 8mb, M, J, K
NEW **The Elk Moon Murder**
DOS 486/66 or MAC 040/66, 8mb, M
Nickelodeon: Director's Lab
WIN 3.1 486, 8mb, M
Cyberstorm
WIN '95 486/66, 8mb, M
The Unexplained
WIN 3.1 486/50, 8mb, M
Hoyle Classic Games
WIN 3.1 486/33, 8mb, M



Mechwarrior 2 Mercenaries
Arcade Style 5091905
DOS 486/66, 8mb, M, J, K



Zork Nemesis
Adventure 5065602
DOS 486/66, 8mb or MAC PMAC, 16mb, M

- Trityst**
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WIN 3.1 386, 8mb, M
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Sands, the air-combat sim Confirmed Kill, and the potent shooter Duke Nukem 3D. Just announced are three more exclusives for early '97: Command & Conquer Red Alert, Diablo, and NASCAR Racing.

But TEN is more than just games. Editorial Director Chris Lombardi and his team create new events on TEN that make for a thriving community of TEN gamers. Among their ideas are contests, special tournaments, matchups against the game designers of the war-strategy game Panzer General, and detailed Dataspheres filled with game news, strategies, and maps. Lombardi says there are often as many people just hanging out in TEN's community areas as there are actively playing games.

Learning to TEN

TEN makes it easy to access its games. You can get the necessary TEN software in any of three ways: either over the phone (800/804-0836), in the packaging of certain CD-ROM games like Duke Nukem 3D, or by downloading files from the TEN Web site.

If you decide to utilize the Web site, new users begin by downloading the setup program and shareware versions of TEN's games. This initial downloading may take up to 30 minutes, depending on your modem's speed. Next comes the new-user registration screen, which enables you to use either your own Internet connection (through an Internet service provider such as NetCom) or TEN's high-speed connection through the Concentric Network's local exchanges.

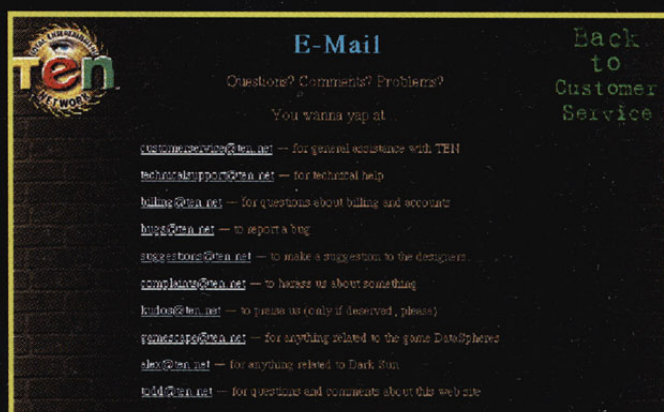
Have a credit card handy, because next up is the screen where you choose a rate plan, either an hourly rate of about \$2 per hour or a flat rate (usually about \$30) for unlimited monthly play. You must then create a screen name and password for yourself and read the membership rules (note the 18-and-over age requirement).

Once you sign up, you're free to play shareware versions of games, check out news, contact customer support, or chat with other TENers. To play complete games, you must own the PC version. Then you can enter that game's lobby on TEN and join in an existing match or create your own. For instance, when you create your own new Quake match

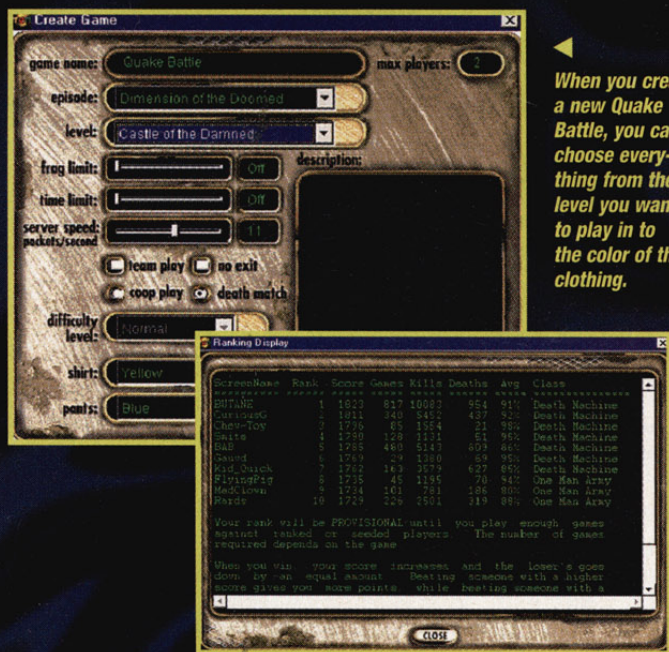
for others to join, you can alter such variables as the arena where you play, the Frag limit (the amount of damage), the time limit, and even who you want to play with (specify skill levels or even certain individuals if you want). The many options enable you to customize your own game for you and your pals however you want.

The TEN Advantage

Anyone who's played Duke Nukem or Quake on TEN will tell you that multiplayer games are insanely different from single-player games. Usually you don't find the monsters that populate a one-player game; instead, you square off against other players who basically look just like you (except for uniform colors) and carry similar weapons (you can add monsters to the mix if you want, but they make it a lot tougher to survive). Also, in multiplayer shooting games, you don't have much time to go looking for medical kits or new weapons, which means you'd better learn where everything is in a one-player game before you get into a multiplayer match.



Customer service, including 10 e-mail addresses for specific problems, is available 24 hours a day on TEN.



The Quake Rankings Display screen gives you seven ways to measure an opponent's (or your own) performance.

To help you survive the games and to make them more fun, TEN provides you with tons of information. At any time you can read the profiles of your opponents, check the detailed rankings of yourself and other players based on number of victories, number of kills, and other game-related stats. You can even identify the latencies (gameplay speed) of other players to make sure everyone's modem is up to snuff, and should you find someone wanting, you can dismiss them from the game.

Additional game help on the Web site includes files of game tips, 24-hour customer support via phone, fax, or e-mail, and constantly updated billing information so you know in an instant how much you've spent. On the information superhighway, TEN lives in the fast lane.

TEN 2000

The future of TEN is bright enough to call for shades all around. TEN hopes to broaden the subscriber list with still more game-related activities and eventually some sophisticated board games, with dreams of having 100,000 TEN gamers by the end of the year. It's an ambitious goal, but so far TEN seems to be a place where goals become realities. **G**

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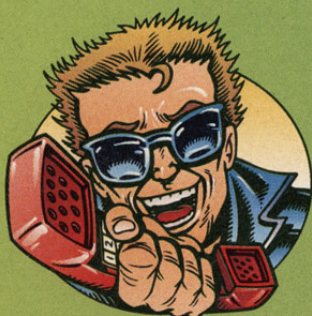
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Scary Larry's Hot Picks

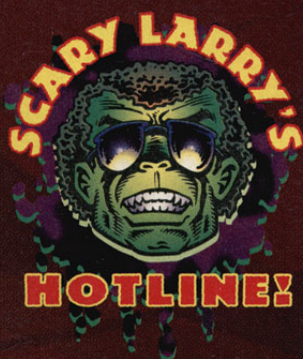
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GRAND PRIZE WINNER

Scott Stanbridge
Rochester, NY (1.63 min.)

HONORABLE MENTIONS

Richard Karpinski
Chicago, IL (4.45 min.)

Seiki Filiaga
Salt Lake City, UT (5.26 min.)

Anthony Hamilton
Wichita, KS (5.65 min.)

Chris Wingate
Baltimore, MD (8.06 min.)

Samuel Sanderson
Charlotte, NC (8.78 min.)

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RESIDENT EVIL 2

THE HORROR CONTINUES

The producer for Resident Evil reveals the terrifying truth about the sequel to Capcom's PlayStation hit.

By The Feature Creature

In March of 1996, Resident Evil burst onto the PlayStation with an explosion of horror and suspense to become one of the most popular games of the year. In fact, in the poll of *GamePro* editors taken for the January '97 issue, RE beat out Super Mario 64 as the best next-gen game of all time!

Video game success like this inevitably breeds a sequel, which leads to Resident Evil 2, Capcom's latest foray into the realm of horror that's scheduled as a Fall '97 release. To find out what the designers have been working on all this time, *GamePro* spoke to Shinji Mikami, producer of RE2 for Capcom of Japan.

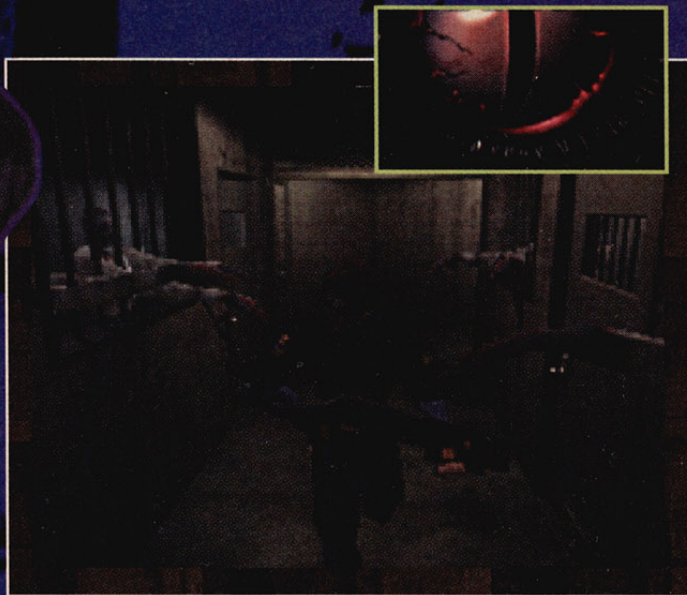
Dead Again

GamePro: How did you want to make RE2 different from the first game?

Shinji Mikami: Resident Evil was such a success that in creating the sequel we set out to enhance what we believe made the first game so popular. Our first goal was to recreate Resident Evil's sense of horror and the player's sensation of actually being inside the game's environment. In RE2 we're trying to make the environment even more true to life.

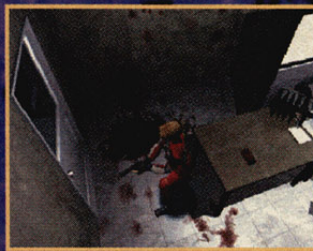
GP: Give us a brief walk-through of RE2.

Mikami: RE2 begins two months later in Raccoon City where Umbrella, Inc., has been closed down for con-



Zombies reach through the bars as Leon Kennedy races past the police station's jail cells.

ducting illegal biological experiments. A strange skin disease suddenly starts spreading from unknown origins. It spreads incredibly fast, and those it kills become the walking dead, hunting their next victims. Raccoon City essentially becomes a dead town.



The overhead view gives a graphic portrayal of spilled blood.

Located in the center of the city is the police department where rookie cop Leon Kennedy finds himself surrounded by zombies and monsters. University student Elza Walker runs to the Police de-

partment seeking protection from the evil that hunts her. RE2 is the story of Leon's and Elza's survival.

The tension in the game is built with the growing realization that the entire city is overrun with zombies. Not even the police can help. As the player in RE2, you try to help Leon and Elza in what is an increasingly helpless situation.

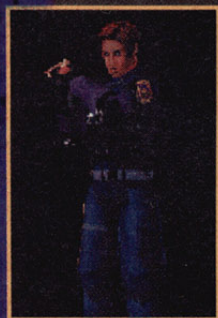
New for 2

GP: Are there new weapons in RE2?

Mikami: We've added some new weapons to those from the first game, including an explosive new weapon, but I don't want to give anything away yet.

GP: Any new monsters?

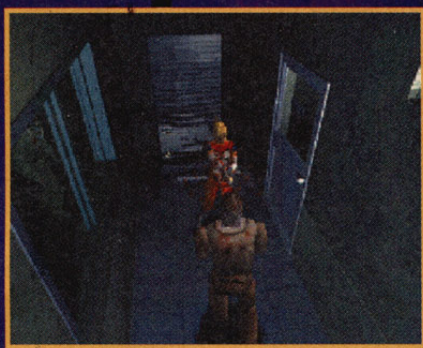
Mikami: Besides zombies, there are many new monsters



Leon Kennedy



Elza Walker

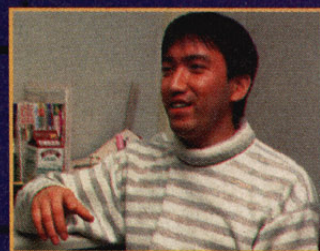


The narrowness of the hallways heightens the terror when monsters approach.



As in Resident Evil, the RE2 zombies are quick to go for the throat.

"The blood helped establish the violent, dark world of Resident Evil," says Resident Evil 2's producer, Shinji Mikami. The tradition continues in the sequel.



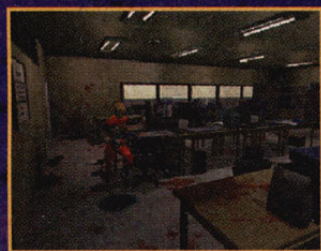
GP: Is RE2 bloodier than the first game?

Mikami: In RE2, we have taken the same approach as in Resident Evil—we do not show any extreme violence without a reason. But you have to remember what type of game this is. If we need to represent horror, we won't hesitate to demonstrate the carnage onscreen.

who "change" in the game. We don't want to spoil the surprises, so you'll have to play the game yourself to understand what happens to these monsters.

GP: Why aren't Chris and Jill the main characters?

Mikami: We wanted to create the same level of horror in RE2



Blood stains the walls as Elza blasts her way out of the Raccoon City police station.

that the first game achieved. Chris and Jill have already overcome the terror they experienced, so it would be impossible for them to be as terrified in RE2. Thus the new story required a new cast.

GP: Describe the setting of the game and explain why you chose it.

Mikami: In RE, we chose an old mansion because we could make it remote and hidden away deep in the mountains. We did that to create horror in a place where you couldn't easily run away for help.

In RE2, we wanted a different setting but one with a similar enclosed environment. Also, we wanted to create the sensation that these events

could happen to you tomorrow, so we made RE2's setting more modern.

We decided to start the game in the police station, because that's a place where you're supposed to feel protected. But Raccoon City's police department soon loses its ability to function as a safe place. Once again you find yourself surrounded by an evil terror.

GP: What advancements were made to sound and graphics?

Mikami: If you listen carefully to the sounds, you'll notice that the background music changes in real time depending on what's happening in the game. Thus the music is more like a movie soundtrack than traditional video game music.

Graphically, you'll notice changes in the backgrounds

as events occur during gameplay. In RE2, what's going on in the background has more impact than in the first game.

More Gore

GP: Did you get any criticism over the amount of blood in the first game?

Mikami: No. In fact, we believe that one of the reasons Resident Evil became so popular was because of the game's



With a police van in the background, Elza tries her luck on the police station roof.

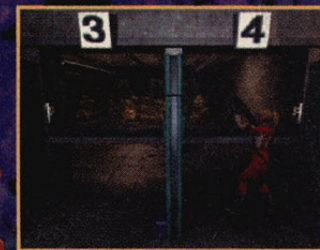
gore. The blood helped establish the violent, dark world of Resident Evil.



Elza gets the drop on zombie prisoners in the station's holding area.

GP: What are you proudest of in RE2?

Mikami: The high standards. All of the game's features help RE2 exceed even the quality standards set by movies.



Elza goes looking for trouble in the police station's shooting range.

GP: Are you working on RE2 for any other platform?

Mikami: No, although we are working on Resident Evil for the PC and the Saturn.

GP: Will there be an RE3?

Mikami: This has yet to be determined. **G**

An early look at the carnage to come.

DINNER TIME!

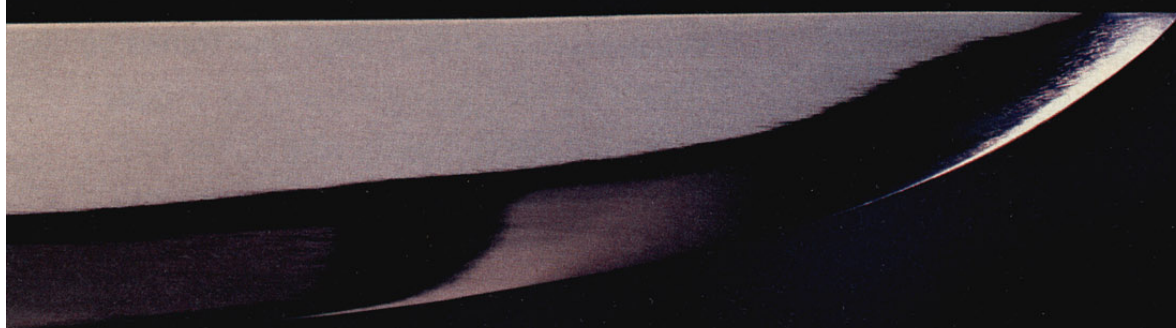




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Here's a shooter that could make
Virtua Cop look like a warm-up.

It's...

Scud

THE DISPOS

Assassination is fun? Sega Soft thinks so. That's why it's going all-out for trigger-melting gun-game action with **Scud: The Disposable Assassin**, due out in February for the Saturn.

Exact Change Needed

Scud's based on the offbeat comic book of the same name. The story is set in a weird world where robot assassins like Scud can be purchased from coin-op vending machines (see "Scud's Story").

The high-caliber gameplay features both side-scrolling and first-person (Doom-style) sharpshooting. Up to two players will be able to use two light guns, two controllers, or a combination of the two peripherals simultaneously. A single player can even shoot with two guns.

In the 60 percent preview version, Scud's rendered 3D polygonal characters featured great gunfighter posing, similar to what you'd see in the

entertaining movies directed by John Woo. Additionally, initial designs called for at least 20 minutes of full-motion animation, sure to inspire Scud comic aficionados.

Scud brings to life all the characters from the Scud comic books, including Drywall, Scud's zipper-creature sidekick. Drywall's person-sized frame actually contains an entire bizarre universe from which he pulls weird weapons like a purse or a flower pot. In fact, you can play as either Scud or Drywall, and in one level you actually play inside Drywall!

Scud Lives!

Scud's like a heavy-metal version of Virtua Cop. This disposable assassin is shaping up to be a keeper. **G**



Scud pulls some great poses. John Woo movie fans will certainly recognize this one.



In this early preview version, Scud moves fast in the side-scrolling action.

Scud's Story

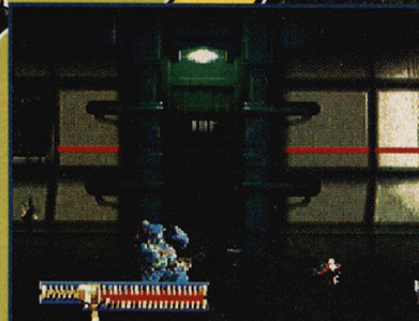
Scud's an off-the-wall comic by Rob Schrab, who self-publishes the book under his Fireman Press label. The comic's been in publication since February 1996, so the video game actually celebrates Scud's first anniversary.

Scud's a robot assassin purchased from a vending machine. When a hideous female creature named Jeff begins terrorizing the workers at a mannequin factory, a low-level worker goes for the low-cost solution and purchases the Scud Heartbreaker disposable assassin (serial no. 1373).

When Scud discovers he'll self-destruct upon completion of his mission, he opts to mutilate Jeff and send her to a hospital on life-support. To cover the medical expenses (and to keep himself alive), Scud must work as a freelance assassin for various and sundry criminal elements. Thus is born the story of Scud. (For more info check out <http://www.execp.com/~scud> or write to Fireman Press, 2430 N. Humboldt Blvd., Milwaukee, WI 53212.)



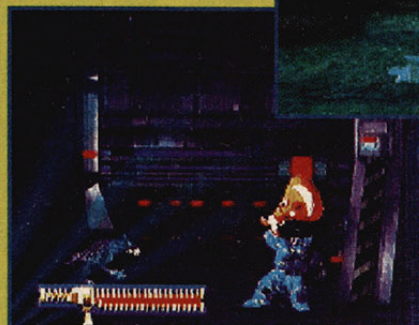
Playing as Scud and Drywall, two gamers can waste the weirdos in the Scud world.



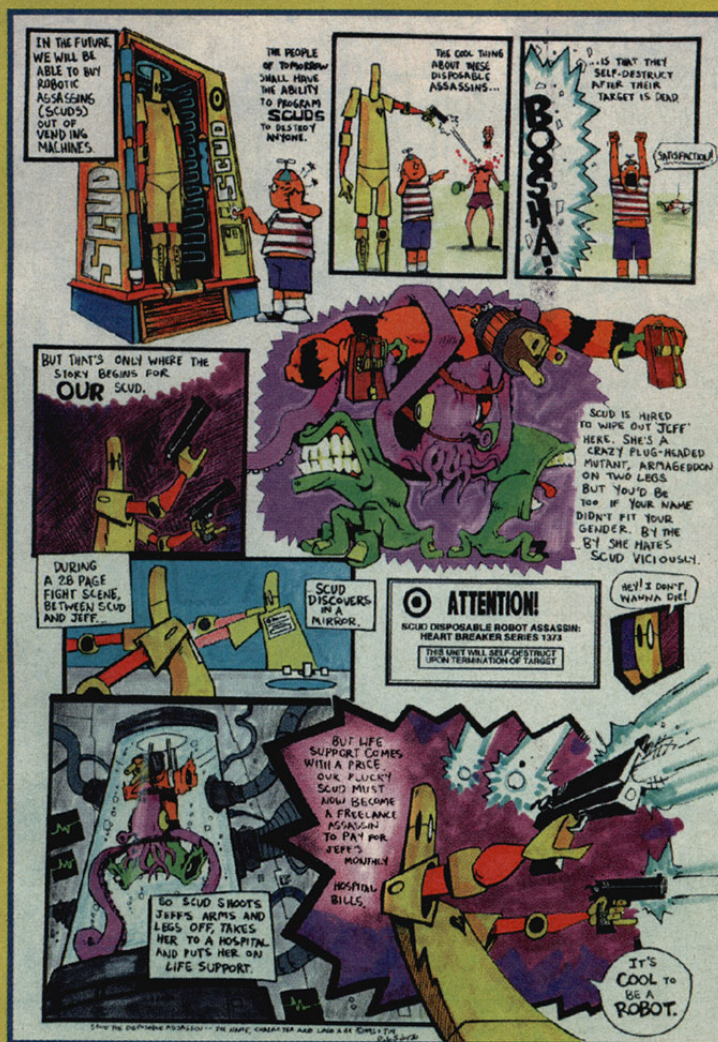
Drywall may be the strangest sidekick yet. Here he fires off his fish gun.



Meet Jeff. Scud's trying to keep her alive, but in the first-person-view gun battles she definitely wants to dust Scud!



Drywall wields a variety of bizarre handheld weapons that he stockpiles inside his body. In fact, in one level you play inside Drywall.



On the Job with Rob Schrab

GamePro: What's with today's comic books?

Rob Schrab: There are too many overbearing, gothic, sinister superheroes. It's like today's superheroes were yesterday's villains. Scud is a little more lighthearted, and it fits in with today's "whatever" generation.

GP: Are you happy with the game so far?

Schrab: The Scud game definitely lives up to the standard I set with the

comic book. The vision of Scud the superhero has been preserved for all the Scud fans out there.

GP: Any insights into the game's characters?

Schrab: The multi-headed, evil garbage monster from the first level? Old girlfriend. 'Nuff said.

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OVERSEAS PROSPECTS

An International
View on Video Games

Sony PlayStation

Expo '96 Is the PlayStation the number-one game system in the world? It has more than 400 titles in development, so who's to say no?

By Naoki Shino, Nob
Ogasawara, and Major Mike



This year the PlayStation Expo demonstrated that Sony has become a force to be reckoned with in the world of video games.

Sony Computer Entertainment held the now semi-annual PS Expo at Makuhari Messe in Chiba, Japan, a much larger venue than the previous location in Harumi. Coincidentally, the first annual Electronic Entertainment Expo Tokyo was held right next door, but unlike its American counterpart, E3 Tokyo attracted just 30,000 visitors with its mostly edutainment-oriented mix of software. PS Expo, on the other hand, played host to 54,000 PlayStation faithful! Finally (and most importantly to gamers everywhere), a whopping 400 PSX titles were on display, compared to 100 games at last year's show.

The Biggest PS Expo

Sony and an army of licensees, including big guns Square, Namco, Konami, and Capcom, were out in force, showing off hundreds of titles in development. Sony announced that PlayStation deliveries had reached 9 million units worldwide as of the end of October '96—4 million in Japan, 2.8 million in North America, and 2.2 million in Europe. To meet the year-end demand, Sony also proclaimed plans to produce a million units in both November and December. There was also a low-key announcement of a new PlayStation system that is designed to reduce manufacturing costs by combining A/V and RCA pin outs. The new Play-

Station will retail for the same price as existing units.

Sony Squares Off

In the software arena, PlayStation looks ready to make a forceful run at world domination over the previous market leaders, Nintendo and Sega. The 400 PlayStation titles in development easily eclipse the Saturn, which has about 200 games coming, and the Nintendo 64, which has fewer than 60. During the last two months of '96, more than 100 PlayStation titles were slated for release. While all these offerings may not be best-sellers, the sheer volume of decent-looking discs ensures that the PlayStation's popularity isn't shortlived.

The sure-fire million-seller from Square, Final Fantasy VII was one of the main attractions. FFVII is now moving rapidly toward a January 31 release in Japan. This latest installment in the popular RPG series will be a three-disc set (it was originally planned as a two-disc set; the additional disc pushed back the release date). Visitors lined up at the Square booth to get a chance at five minutes of play time in one of three playable stages. No other Square title was in sight—not even Bushido Blade, which was pushed from December to March. Other upcoming Square



Final Fantasy VII from Squaresoft, one of the most anticipated PlayStation titles

OVERSEAS PROSPECTS

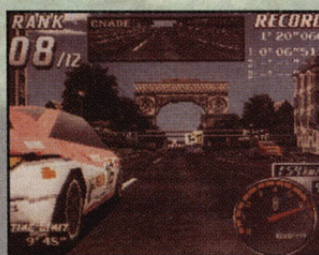
titles include Final Fantasy Tactics and Saga Frontier.

Namco's booth easily attracted the most visitors with a great-looking Expo lineup that included Rage Racer, Soul Edge (which will be called Soul Blade in the states), Ace Combat 2,



Namco drew a big crowd with games like Soul Edge and Ace Combat 2.

Namco Museum Volume 4, and Xevious 3D. Also announced was Namco Museum Volume 5, which will include Metro-Cross, Dragon Spirit, Valkyrie Legend, and Baraduke.



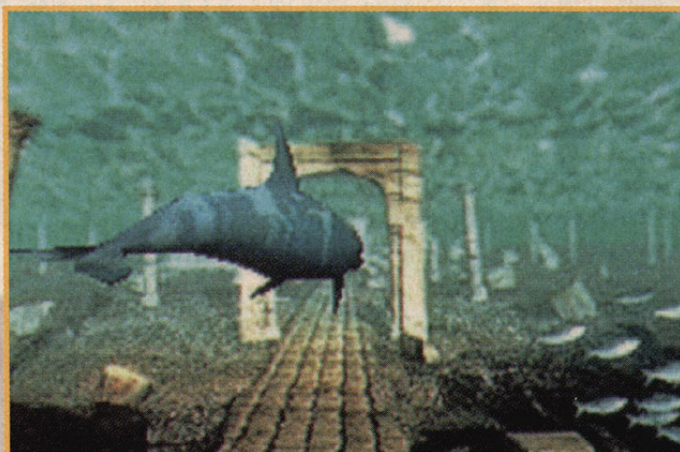
Rage Racer is one of Namco's latest racing games.

Sony Strikes Back

Crash Bandicoot was introduced to overseas gamers, but Sony wasn't about to let the licensees take all the glory. It displayed Parappa Rapper, an odd music game in which you must create your own raps; Depth, an aquatic adventure game in which you seek sounds for creating music; and Arc the Lad II. Sony also



Crash Bandicoot receives a warm welcome from fans.



Depth is an upcoming adventure title from Sony.



Arc the Lad II is in the works (the first game was never released stateside).

announced a new analog controller with two analog pads beneath the regular buttons. The controller also contains a vibration device so the unit jiggles when your plane is hit, your car wipes out, or you suffer any other onscreen collision.

More PlayStation Previews

Capcom turned up with Puzzle Fighter and Rockman 8 (Mega Man 8 in the U.S.), but it disappointed everyone by not showing the hugely anticipated Bio Hazard 2 (Resident Evil 2 in the states).

Konami likewise disappointed fans expecting to see the latest Castlevania adventure, Castlevania X: Moonlight Nocturne.



Artidink's PlayStation version of the RPG Ogre Battle



Takara's biggest Battle Arena yet: Toshinden 3 has 30 fighters.

However, it atoned somewhat with Speed King, an impressive arcade racing game that resembles Wipeout.

Takara had Battle Arena Toshinden 3 (which musters 30 characters this time), and an update on Choro Q, a mini-car racing game. Other notable CDs included Artidink's remake of Quest's Super Famicom title Ogre Battle, Taito's vertically scrolling shooter Ray Storm, Zoom's fighting sequel Zero Divide 2, and Banpresto's New Super Robot Wars RPG sim.

PlayStation Power

Sony must certainly consider the PlayStation Expo an unqualified success. With the huge volume of PlayStation software in the pipeline, U.S. gamers should expect to be entertained by plenty of quality CDs for a long time. **G**

Sneak Previews



Soul Blade

PlayStation

By Scary Larry

Ya Gotta Have Soul



Ten great-looking fighters, cool moves, a weapons meter that punishes you for being too defensive (the more you guard, the more likely your weapon will break), and an exciting combo system have Namco headed toward another hard-hitting bestseller with Soul Blade.



Following on the heels of the PlayStation's number-one fighting game, the makers of Tekken 2 have come up with something new for fight fans. This time it's Soul Blade (originally Soul Edge, Version II B in the arcades). With Namco's strong reputation behind it, Soul Blade looks like it may be another big 32-bit winner.

Features



Soul Blade is a weapons-based fighter along the lines of Star Gladiator. The gameplay consists of fast, smooth fighting action and rapid button/joystick controls. There are four buttons to contend with—horizontal attack, vertical attack, guard, and kick.



Developed and published
by Namco
Available January

80% COMPLETE

Soul Food



This very early look at the game, based on screen shots and videotape, shows some incredible moves. The slightly revamped combo system now includes more juggles and longer combos.



Sneak Previews



Spider

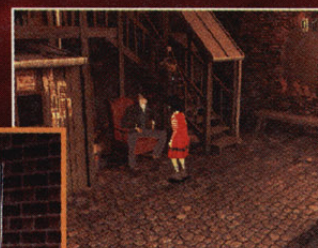
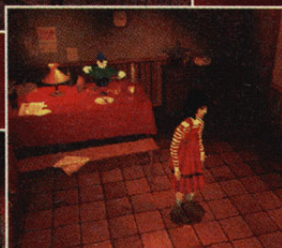
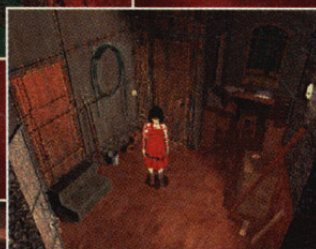
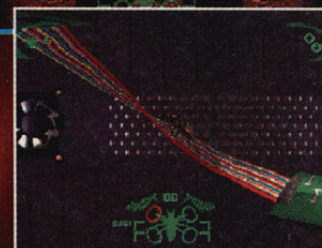
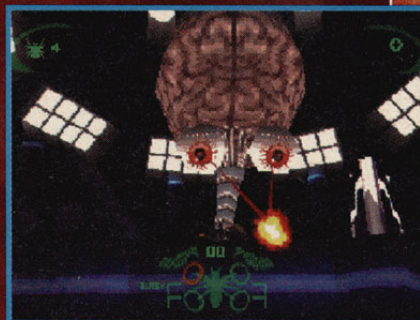
PlayStation

Spider is almost ready to hit the shelves, and this hands-on preview version measures up to the hype surrounding the game. As you control a spider who's trying to return to human form, you pick up different legs (cybernetic appendages that spout flames, fire missiles, and electrocute enemies) to help you battle a host of creepy, crawly thugs.

Beautiful graphics in this 80 percent version will help sell the game, but the solid, flawless controls, 32 levels, and different exit paths should make this a keeper. Now all we need is some lively gameplay, and this one's ready to crawl into the spotlight.—Scary Larry

Developed by Boss Game Studios
Published by BMG
Available February

80% COMPLETE



City of Lost Children

PlayStation

Based on the surrealist cinematic tour de force by director Marco Carro, City of Lost Children looks just as eerie and moody as last year's film. Combining clean, crisp graphics with a Resident Evil-type engine, City may be the successor to the infamous zombie-chaser—albeit with a lot less blood.

Playing as the orphan Miette, you meet an interesting cast of characters, including the circus strongman, One, and the evil Krank, who kidnap children and steal their dreams. These early pics make a strong argument for City of Lost Children shaping up into a phenomenal game.—Scary Larry

Developed and published by
Psygnosis
Available February

70% COMPLETE

Sneak Previews

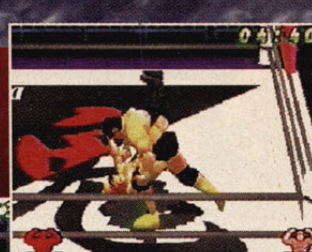
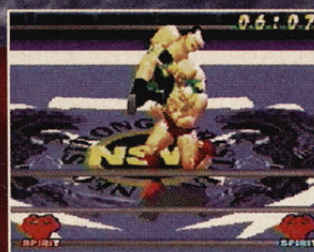
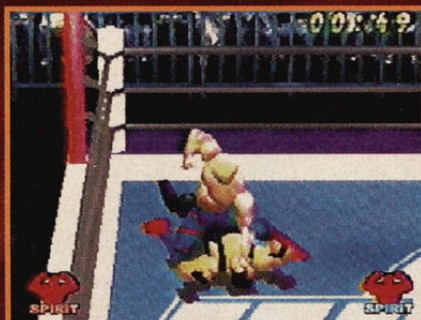


WCW vs. The World

PlayStation

T•HQ has the perfect formula for fun this March. Take a great graphics engine à la Power Move Pro Wrestling, mix in a WCW license, and suddenly you have a great wrestling game with real wrestlers and a cool polygonal look. The finished Japanese game

looks like a solid outing with great moves, exciting gameplay, and over 50 wrestlers from around the world (including at least nine U.S. stars). Turnbuckle moves, throws, great holds—WCW could spell great fun this March. —Scary Larry



Developed by ASMIK
Published by T•HQ
Available March

100% COMPLETE



Developed by Xing Entertainment
Published by T•HQ
Available February

100% COMPLETE



K-1 The Arena Fighters

PlayStation

T•HQ is also ready to unleash kickboxing on American shores this February. K-1 The Arena Fighters is a polygonal fighting game featuring eight brawlers. Like boxing, this game skirts the fighting/sports genre, but it lacks the flair of games with special moves or killer combos. It's realistic, and controls beautifully once you get the mechanics down. As shown in these screens from the Japanese version (which was released overseas last November as Fighting Illusion), it looks like great fun. —Scary Larry



League of Pain

PlayStation

League of Pain is a cyber-sports game that pits you against the computer or a friend in an enclosed arena; once there, you must charge up a sphere and shoot it at a goal above the play area.

This early version can be put in the same league with

Blast Chamber and Grid Runner as a fun, engaging game. The dark, moody Blade Runner-esque graphics and moveable camera should help propel the League of Pain to the forefront of cybersports for the PlayStation. No pain, no gain. —Scary Larry



Developed by Beyond Reality
Published by Psygnosis
Available March

80% COMPLETE

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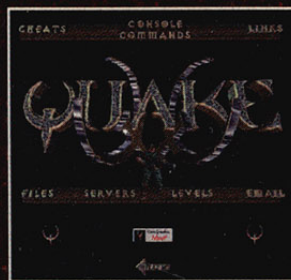
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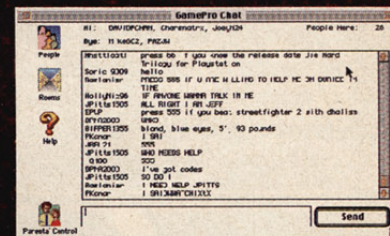
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Sneak Previews



Carmageddon

PlayStation

DOS

SCI has a new car game with a familiar theme: Bash the hell out of your opponent while trying to complete a race. The difference here is that you're rewarded for mass carnage, which helps you upgrade weapons, and you get extra points for nailing pedestrians, which gauging by these early preview screens, looks like it could make for a messy drive. Race against 25 psychotic drivers on five 3D tracks, and experience a new twist—you can run someone



CARMAGEDDON

off the road, then steal their car! Carmageddon could spell the end of civilized driving!

—Scary Larry



Developed by Sales Curve
Interactive
Available Second Quarter '97

40% COMPLETE



Rush Hour

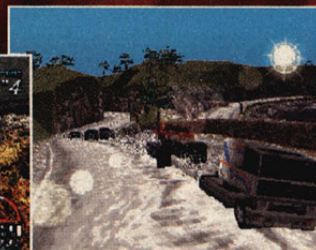
PlayStation

Psygnosis is going after the top-down, overhead racing market with Rush Hour, a new racer featuring eight stages that range from mountain roads to a drained reservoir and 16 selectable vehicles. The vehicles are the game's strong point, with real Humvees, Land Rovers, and Jeeps. Rush Hour will also feature a split-screen two-player option. These early screens give a clean impression of a topnotch game, and with the reputation of Psygnosis behind it (Wipeout XL, Formula 1, Destruction Derby 2), we'd expect nothing less. —Scary Larry



Developed by
Clockwork Games
Published by Psygnosis
Available March

60% COMPLETE



Peak Performance

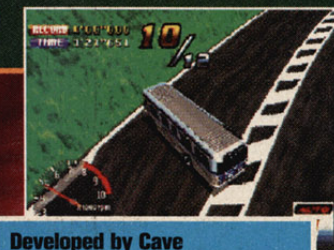
PlayStation

Atlus will also spin its tires around the track with a racing game called Peak Performance.

In PP, you can drive a wide variety of vehicles, including Formula 1 cars, Porsches, a commuter bus, and a moped. In this preview version, the tracks were limited to a scant three, but

Atlus is planning to add more and improve on the graphics, which were plagued with break-up. Options include a two-

player split-screen race (you choose the vertical or horizontal split) and the ability to make your own tracks and save them to memory. With some fine-tuning, PP could keep pace with other racers. —Scary Larry



Developed by Cave
Published by Atlus
Available First Quarter '97

80% COMPLETE



Sneak Previews



Test Drive: Off-Road

PlayStation

DOS

Win 95

The 16-bit Test Drive gets a new lease on life with this good-looking revision for the PlayStation and PC. Up to four players can bounce across 12 desert or mountain courses in actual sport-utility vehicles: a Chevy, a Hummer, a Land Rover, or a Jeep.

This early test drive was slowed by sluggish cars and limited camera angles, but Accolade promises quick vehicles and nine views in the final version. The many shortcuts (alternate routes that can take you from worst to first in a hurry) should rev up the Fun Factor. What's more, if you drive way off the road, you'll find hidden ramps, bonus vehicles, and even a crashed alien spaceship! Alternative rock band Gravity Kills

(who performed on the *Mortal Kombat* movie soundtrack) fuels the action with hard-driving tunes.
—Coach Kyle



Developed by Elite Systems
Published by Accolade
Available February

50% COMPLETE



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PC GAMEPRO COMMAND & CONQUER RED ALERT

PC GamePro
REVIEW

DOS, Win 95

By Rob Smith
Reviews Editor
PC Games



Anticipation overload! Command & Conquer: Red Alert is finally here after a brush down and a facelift that will delight its many devotees.

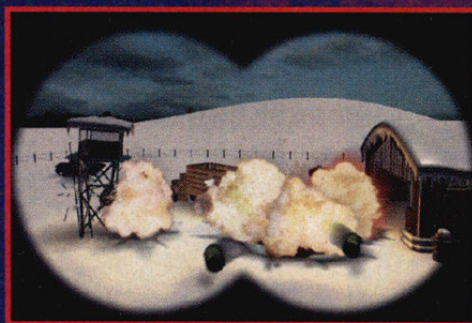
Stormin' Stalin

Red Alert is a prequel in the C&C universe timeline, charting a new history in which Hitler never comes to power and the West is threatened by the marauding forces of Stalin. Two CDs contain the 40 single-player missions (20 for each side of the conflict), 20 multiplayer maps of varying sizes and styles, 20 skirmish mode scenarios, a map editor, and Westwood Chat software.

Fortunately, the single-player missions have plenty of variety, ranging from using a single mercenary to spy chases to all-out obliteration of the enemy. Some missions



PROTIP: In multiplayer mode as the Soviets, build some heavy tanks and storm into enemy bases. Take out the turrets first.



Cut scenes bring some of the explosive action to life. Beware of oil drums going up in smoke.

take place within buildings, giving the story line a more detailed air that's backed by superb cut scenes.

The historical setting means that the technologies of the units are not advanced into science fiction, although some



PROTIP: Create units of grenade launcher infantry to defend against air attacks.



PROTIP: Coordinate attacks to use the sea and air forces as well as land. Beware of submarines lurking in the depths.



PROTIP: Use subs from a distance, or they'll be damaged fast. Collect the colored gem ore found on land—it's worth three times that of normal ore.



PROTIP: Move fast and keep a watchful eye on every soldier on indoor missions. Beware of traps and explosions.



PROTIP: When attacking a base, aim for the oil drums to cause a huge explosion. Use tanks to run over infantry—it's often more effective than trying to shoot them.

"experimental" weapons were included. The Chronosphere (a teleportation device) and the Gap Generator (shrouds an area from the enemy's sight) are very useful and add greatly to the strategic planning needed for success. New air units and sea units—destroyers, submarines, and gunboats—add a whole new angle as well.

Land, Sea, and Air

For C&C veterans, the more detailed SVGA graphics will stand out. The screen layout, however, remains identical to the original. As for effects, explo-

sions are plentiful and sound great. The acceptance of commands from units is at times a little strange but ultimately endearing.

Moving the mouse rapidly over the screen, selecting units, moving them, and ordering them into combat is generally a breeze. Be sure that your

orders take effect, though, as occasionally the limited A.I. of the units causes problems with your well-planned, carefully plotted attack.

More of the Same

For C&C fans, Red Alert is an absolute must. The new units, the great story, and the variation of mission styles make up for the limited improvement in the A.I. The multiplayer action is still superb, so rely on the intelligence of your buddies to uncover Red Alert's lasting and compelling gameplay. **G**

Command & Conquer: Red Alert By Westwood Studios

Graphics	Sound	Control	Fun Factor
4.5	4.0	4.0	4.5

\$54.99

Available now

Real-time strategy

8 players

40 missions

Challenge: Adjustable

Replay value: High

ESRB rating: Teen

Minimum System Specifications

- DOS 5.0 or higher
- 486 DX/66
- 8 MB RAM
- 30 MB on hard drive
- VGA & SVGA graphics
- SoundBlaster-compatible card
- Double-speed CD-ROM drive

DUKE NUKEM 3D PLUTONIUM PAK



A level add-on to the original Duke Nukem 3D, Plutonium Pak delivers the goods with brand-new levels, weapons, and monsters. It may be more of the same, but it sure is fun.

Holy Cow!

The new levels, called The Birth, take place after Shrapnel City with a variety of settings—including a supermarket, an amusement park, and a police precinct—all overrun by aliens. Duke is called into action for a little mop-up.

The intense action is accompanied by those familiar aliens who grunt, shoot, slash, and fly at you at every turn. Equally familiar are the weapons, including a new piece of firepower called the Expander, which makes enemies inflate like a balloon and pop. The aliens, however, have a few tricks of their own—including some new monsters who can shrink Duke and squash him!

The controls are excellent, and although maintaining both firearms and special items (in addition to Duke's movements) may seem taxing, it's easy to master. While not awe-inspiring, Plutonium's graphics do the job with plenty of colorful explosions and detailed carnage.

The sound effects rock the game with thundering blasts and perfect voice digitization for Duke's one-liners. The music is subtle, but works well with the various stages.

PC GamePro REVIEW

DOS, Win 95

By Major Mike



PROTIP: Watch out for the new aliens. These guys move fast, claw hard, and could turn you into a little man!

Shoot 'Em and Smile

At times Duke does show bad taste (like the opening cinema where aliens attack a pregnant woman), but for corridor-shooting with an attitude, Plutonium is the best pack in town. **G**

All the carnage Duke fans know and love is back!

Duke Nukem 3D Plutonium Pak By GT Interactive			
Graphics	Sound	Control	Fun Factor
\$26.99	Challenge: Adjustable		
Available now	Replay value: Medium		
Corridor shooter	RSAC Rating:		
7 players	Violence 3, Nudity/		
First-person view	Sex 1, Language 1		
Minimum System Specifications			
• IBM 486 or 100% compatible (486 DX 2/66 recommended; Pentium required for SVGA models)	• VGA graphics card (VGA local bus video recommended; also supports SVGA)	• SoundBlaster, Gravis UltraSound, and others	• CD-ROM drive
• 8 MB RAM			

SKYNET

PC GamePro REVIEW

DOS, Win 95

By The Scarynator

Hang on to your shotguns, corridor-shooting fans. With intense polygon graphics, multiplayer options, and tons o' shooting, SkyNET, the sequel to last year's disappointing Future Shock, is actually pretty good.

The Sky's the Limit

In this latest Terminator extravaganza, you foray into the post-apocalyptic streets of Los Angeles, seeking out and blowing up Endoskeletons, flying Hunter-Killers, walkers, and more. The mission objectives pose cool challenges like driving a jeep while shooting, and even climbing into the cockpit of a deadly Hunter-Killer. Using the mouse (which allows up, down, and side-to-side movement for complete 3D immersion) is a snap, and the keyboard controls are easy to remember.

The stages are gloomy, gory, and debris-intensive, but some backgrounds, like the disco in Level Three, are pretty humorous (à la Duke Nukem). The definition is definitely better in the hi-res, 640x280 mode, but the game ran choppy in that



PROTIP: Get a fix on most enemy craft from a distance. As soon as you see their outline in the distance, stop. They can't get a fix on you, but you can get one on them.



PROTIP: Never fly past alleys when in the jeep. Walkers lurk there, and they'll come out, follow you, and shoot you from behind.

configuration—even on a souped-up Pentium 200.

The sounds try to re-create the movie's atmosphere, but suffer from lack of variety. The metallic clank of machinery and some fairly good explosions help things out.

You'll Be Back

SkyNET is a fun game for baby-Doomers who want a little movie history to go with their shooting. Although not as intense as Final Doom or as attitude-filled as Duke Nukem, SkyNET will keep you blasting into the wee hours of the next apocalypse. **G**



PROTIP: The first tank you see when in the jeep is on a small ridge. Blow it up, then drive the jeep onto the ridge, where a secret overpass will take you farther into the level, bypassing some serious firepower.

SkyNET by Bethesda Softworks			
Graphics	Sound	Control	Fun Factor
\$35	8 deathmatch battlefields		
Available now	Challenge: Adjustable		
Corridor shooter	Replay value: High		
8 players	Not yet rated		
8 one-player missions			
Minimum System Specifications			
• 486/66 IBM PC or compatible	• VGA graphics		
• DOS 5.0 or higher	• Double-speed CD ROM drive		
• 8 MB RAM			
• 20 MB on hard drive			

MDK

Win 95

DOS-compatible

PlayStation

As MDK opens, aliens are using six gigantic mobile cities to strip-mine the Earth. You play as humanity's only hope of shutting them down: Kurt Hectic, a super soldier decked out with some of the coolest weapons ever. Kurt's sniper helmet enables you to zoom across incredible distances to spy or to unleash shots precise enough to sever an enemy's arm or send a round through their eye. Three additional cameras trail behind your shots, providing further spying opportunities.

A potent handgun and a solid array of cool power-ups round out your firepower, while a reusable parachute enables you to glide through the levels. Spectacular graphics heighten the effect with a captivating, sleekly futuristic style.

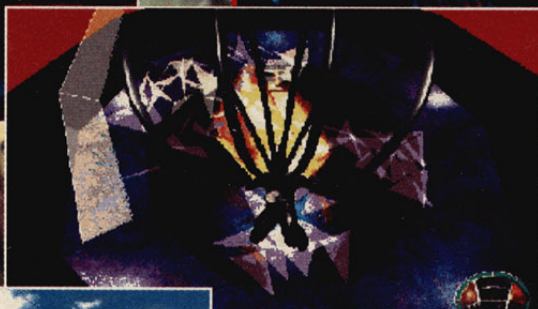
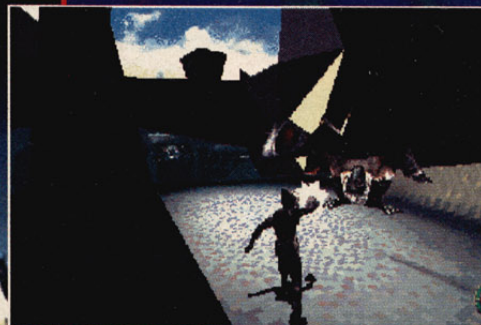
MDK separates itself from the Doooms of the world by layering an intriguing strategic element into the shooting. Sure, there are plenty of enemies to mow down, and buckets of gore splash across the screen when you do. However, MDK balances that by implementing the need for stealth: If you storm through the front door, guns blazing, you'll get wasted in a heartbeat. But if you stick to the shadows, move silently, and use the sniper helmet wisely, you'll survive.

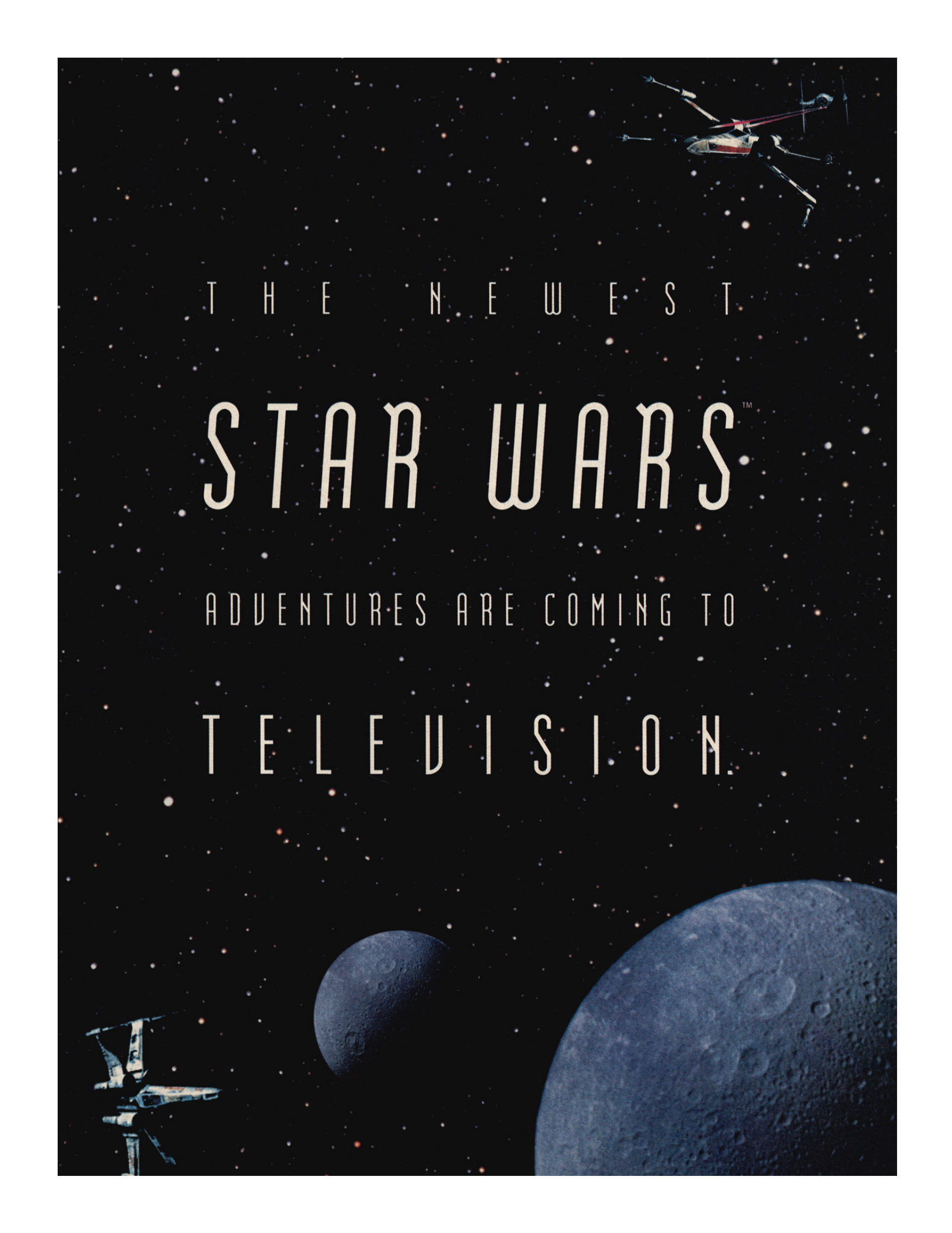
The action never gets tame as you'll inevitably turn the corner and find a roomful of enemies. Such deep gameplay will surely send hordes of gamers in MDK's direction—this scorching-hot prospect is worth waiting for. —*Air Hendrix*

By Playmates Interactive

PC versions available February

PlayStation version available May





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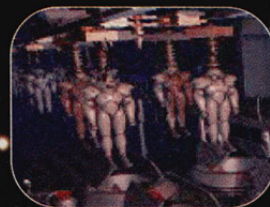
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Drop that remote. Two action-packed *Star Wars* games have arrived - specially enhanced for the PlayStation™ game console. *Dark Forces*™ surrounds you with its visceral brand of first-person fire-power, while *Rebel Assault II: The Hidden Empire*™ launches its perfect combination of live-action video and intense space combat. Two thrilling *Star Wars* experiences - both designed to take maximum advantage of the power found in Sony's stellar game system. Who said there's nothing good on TV?



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HOT AT THE ARCADES

MACE The Dark Age

By Bruised Lee

Mace: The Dark Age is Atari Games' first stab at a 3D-based weapons-fighting game. Even at this early stage of the game's development, both the look and gameplay are cutting edge and offer something new for fighting fans.



Taria takes advantage when her opponent drops their guard during a match.

▶ Takeshi finds a large pot in the background to use as a projectile.



◀ Glowing trails help accentuate the power behind the Executioner's and Lord Deimos's brutal attacks.



Victims' heads become trophies worn on the Executioner's belt.

The Battle Begins

In the 12th century the Covenant of Seven dispatches 10 of its best warriors to kill Asmodeus, a practitioner of the dark arts who wields the fabled Mace. The Mace is imbued with energy, offering everlasting life and power. With this power, Asmodeus feeds his ravenous appetite for destruction. Leaders from the East sense that Asmodeus is plotting, and strive to eliminate him before it's too late.

Mace's characters are imaginative and brutally efficient. Each of the 10 medieval fighters has their own customized weapon and fighting style, a range that takes you from Ragnar's twin axes to Lord Deimos's razor-sharp sword. Many characters have

projectiles, and each fighter can counterattack moves and go into a special move or combo of their own.

Sharpening Up

The early graphics are as sharp as the weapons. With the help of Midway's new 3DFX's Voodoo Graphics, Mace's medieval theme comes alive with realistic-looking characters. The action close-up looks clean and doesn't get pixelated. Running at 30-35 frames of animation per second, Mace is fast fun.

Mace also has unique environments that enhance the gameplay. Some playing fields have pitched slopes, enabling you or your opponent to fight from high or low ground. The arenas also have dangerous boundaries that cause damage

HOT AT THE ARCADES



Here's an early sketch of the final boss, Asmodeus. His lower torso will be in a pit, allowing him limited movement. Sound easy to beat? Not when you have four towering arms swinging at you!

to your character. Quicksand, lava, fire, and useful items that can be thrown as weapons are just a few of the background details that await you.

To help you nab the background items, Mace's controls utilize an effective evade button that enables you to step backwards or forward into the 3D environments. Overall, the controls and the combo system are easy to pick up. New play-

ers can quickly step up and perform a basic combo; more advanced combos, however, require players to link special moves together to inflict greater damage.

Breathtaking graphics, user-friendly controls, and smooth gameplay sharpen Mace as a topnotch 3D fighter. This one should have a long lifespan in the arcades. **G**



Making the most of the high ground, Ragnar uses his twin axes to overpower his victims.



Each fighter can perform two grab moves.



One wrong move, and it's into a pool of lava for the loser.

SUB-BOSS



On the way to Asmodeus's lair, you're confronted by a gargoyle, Grendal. He protects Asmodeus, so you must defeat him to move on.

Lord Deimos's brute strength cuts through Raven as if she were made of paper.



Using her graceful speed, Namira catches the Executioner off guard.

By tapping Away on the controller, your character dashes backwards to avoid incoming moves.



So as not to interfere with gameplay, objects become translucent when close to the foreground.



Galaxian

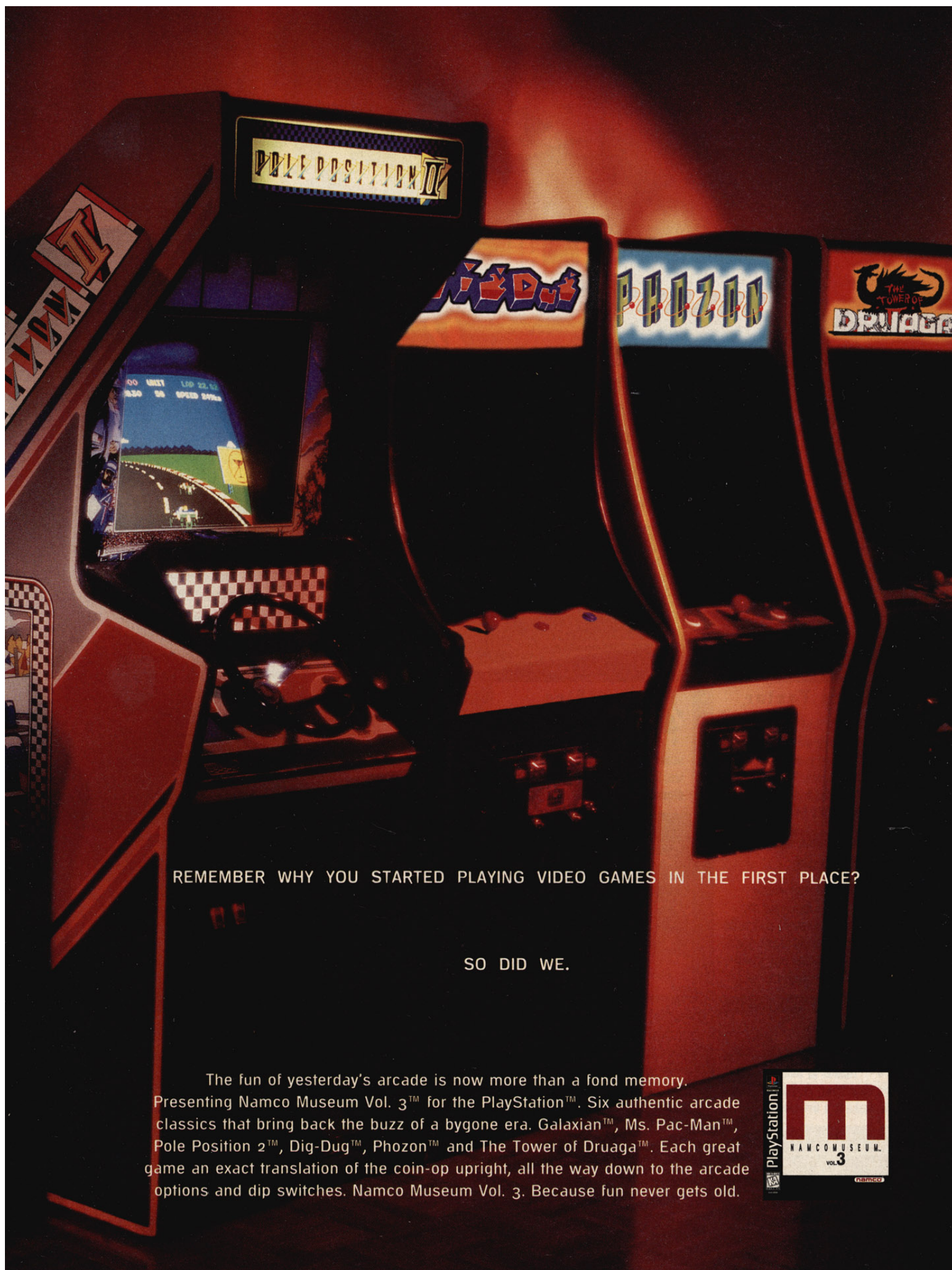
Ms. PAC-MAN

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Nintendo 64

PREVIEW



Killer Instinct Gold

(By Nintendo)

By Scary Larry

\$79.99
64 megs
Available now

Fighting
2 players
Side view



The backgrounds get explosive!



Fun Factor

5.0 You'll find yourself playing over and over again—whether you're a new-comer or a master. KI Gold is a fantastic addition to the burgeoning Nintendo 64 library.



Graphics

4.5 Lively character definition and spectacular super moves highlight the graphics, but quirky background flaws diminish the overall look.



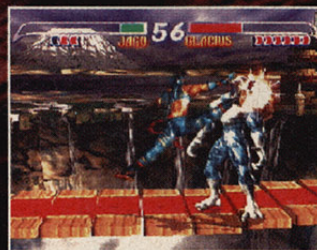
Sound

4.0 Good steady music (not as annoying as the Super NES version) and solid sound effects enhance the game, but death screeches and explosions could have been better.



Control

5.0 A helpful training engine makes KI Gold easy to learn, and tight, responsive controls make it a breeze to play.



PROTIP: Jago's Wind Kick (motion ↘ ↓ ↙, then tap Fierce Kick) starts his standing combo, but in this version of KI, it doesn't go through projectiles.

Killer Instinct fans have lived for this moment. The best version of KI to date is slugging its way onto the N64, and it's the envy of fighting fans everywhere.

The Gold Standard

Combining elements of the original Killer Instinct (such as multi-hit combos, ultra combos, and finishing moves) and KI2 (including new characters Maya, Tusk, and Kim Wu, for a grand total of 10 fighters), KI Gold also features retooled 3D-like backgrounds.

Characters move around in a 2D stance. The stages, however, skew slightly as you move, so you get an interesting, semi-3D effect—imagine Toshinden without the wildly veering camera angles.

The good news is that it really doesn't matter in the long run, because the game is fun. It's easy for a novice to pick up, but retains the depth and complexity to satisfy the brawling urge of experienced fighting fans.

All That Glitters

The graphics are clean and flashy—from Fulgore's explosive Eye Laser to Orchid's cheeky Flik Flak. Some backgrounds are gorgeous and detailed, while others are mildly annoying, such as the train stage where the fights are sometimes obscured by a brick wall.

The sound still rocks with a techno-driven beat, and the players have their own decisive, but unintelligible, yells.



PROTIP: Sabrewulf's Pounce (charge ← →, hold FP) can be held in place by keeping the Fierce Punch button pressed. Use this to fake opponents into a counter attack.



PROTIP: In the training mode, learn the combos and substitute End Specials at will. Some of the combos in the training can be expanded with better End Specials.





Knowing your character's Combo Breakers is essential when you're playing the computer.

Small sound effects like death groans and screeches, however, could be improved.

The control is flawless, aided by a superb training mode, which walks you through special moves and some combos. It also helps that the buttons are lined in a three-by-three format, unlike the awkward Super NES controller setup.

Killer's a Thriller

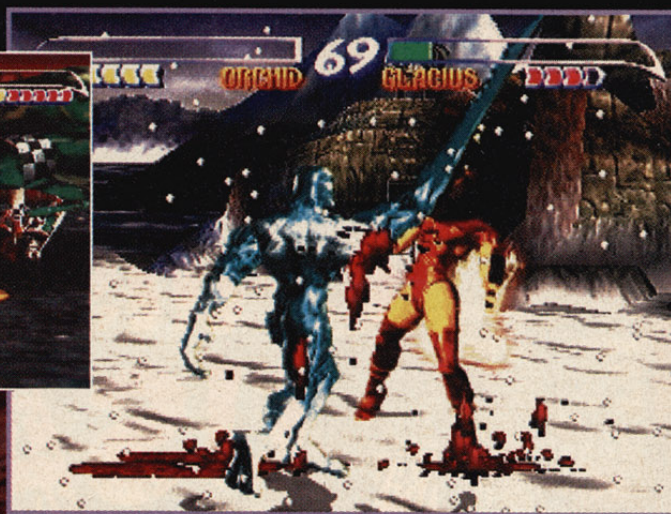
KI Gold's the best fighting game on the N64 (sorry, Mortal Kombat Trilogy). Although purists may argue the original Killer Instinct is a better fighting game, this version is Gold when it comes to the Fun Factor. Instinct tells us this one's a winner. **G**



PROTIP: KI Gold is a game of waiting. If you're blocking combos, start your standing combo just before the end of your opponent's combo to counter.



PROTIP: Start Orchid's standing combo with her Flik Flak (motion ↓ ↘ →, then press Fierce Kick).



A blood option turns KI Gold red!



PROTIP: Use an overhead attack to knock your opponent out of their crouching defensive stance.



All the moves from our Fighter's Edge Strategy Guide in the May 1996 GamePro will work for KI Gold!



PROTIP: Most combo starters begin with this move sequence: Jump in with a Fierce Punch, then tap Medium Kick; or jump in with a Fierce Kick, then tap Medium Punch.



Rudy Goes Gold

KI Gold gets the treatment from one of Blockbuster's lucky contest winners!



"I think that KI Gold is a great game with good graphics. I really liked the colorful backgrounds and the way things move and interact with the game. Although I'm a diehard Mortal Kombat Trilogy fan, I liked how easy it was to master the combos in KI Gold.

Also, it helped that the joystick seemed to be made for fighting games."

**BLOCKBUSTER
VIDEO**

N

intendo 64

P
R
E
V
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E
W

Cruis'n USA

(By Nintendo)

By Air Hendrix

\$59.95 2 players
Available now 3 views
Racing

Cruis'n
USA

A hit in the arcades several years ago, Cruis'n USA finally arrives on a home system. The gameplay and graphics generally remain faithful to the arcade version, which means shallow but fun fender-mashin' mayhem.

Cruis'n's races tour the country, so you peel out on tracks that range from the Grand Canyon to Washington D.C. Drivers choose from four cool cars for exhibition or championship action.

The gameplay is pure arcade, focusing on frantic bumper-car bashing, not technical driving. While entertaining at first, Cruis'n's thrills eventually fade because the game doesn't offer enough diversity or challenge to maintain interest. Even worse, the two-player split-screen game is seriously marred by slow-down and pop-up problems.

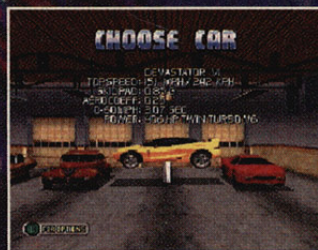
Cruis'n's worth checking out for the nostalgia value alone, but be sure to rent this one first. It just doesn't have the staying power of a true champion. **G**



PROTIP: In the Redwoods, reduce speed for the last two S-turns to retain control. All the straightaways follow immediately, so if you blow it and lose position here, you lose the race.



PROTIP: Don't hesitate to pass oncoming traffic on the outside—the minor speed reduction is often better than what-ever awaits on the pavement.



PROTIP: The Italia gives beginners the best combo of speed and handling, while the Devastator delivers sheer speed to advanced drivers.



Control

3.5

Even with the adjustable steering, the handling feels twitchy, and you often get unfairly stuck in crashes. Practice helps smooth over these problems, though.



PROTIP: In San Francisco, steer cautiously into these blind downhill turns. There's usually an obscured obstacle at the bottom.



PROTIP: Watch the movements of your CPU opponents in the distance for a hint at oncoming obstacles.



PROTIP: Stick to the right tube of Chicago's tunnels—the oncoming traffic in the left one will kill you every time.



PROTIP: As you skid out or wreck, hold Up while your car's out of control. You straighten out much quicker than you would by trying to steer out of it.



Fun Factor

3.5

Wave Race still leads the N64 for adrenaline-drenched racing, but casual racing fans and young gamers alike will enjoy Cruis'n's rowdy yet shallow action. This one's a rental all the way, though.



Graphics

4.0

The graphics stay true to the arcade version with snazzy courses and cars. However, the problems with slow-down and pop-up remind you you're on a console after all.



Sound

3.0

The mediocre sounds don't do justice to the frenzied action. The generic effects barely register and the childish tunes sound really out of place.

WIN! WIN! WIN!

enter and win some nifty prizes!

HEY, can you take a few minutes to answer some questions for us? Please fill out the following survey and fax, e-mail, or snail mail it (or a copy) back to *GamePro* by February 28, 1997. You'll be entered into a contest to win the prizes shown.

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The game of your choice

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P

LAYSTATION

PREVIEW



Tomb Raider

(By Eidos Interactive)

By Bro' Buzz

\$49.95

Available
nowAction/
adventure

1 player

9 levels



TOMB RAIDER



Smooth animation endows Lara's moves, like her swimming stroke, with exceptional grace.



Excellent cinema screens add flair to Lara's adventure.

PROTIP: When you hear music or animal noises, get ready for a rumble!

With outstanding controls and sweet animation, Tomb Raider's an engaging exploration puzzler setting new standards for action/adventure games. In this lengthy, nine-level Indiana Jones-style story, you play the acrobatic Dr. Lara Croft, seeking to solve the Earth-threatening mystery behind the Scion, an ancient artifact.

Controlling Lara's arsenal of moves is a snap, and an auto-tracking cam displays behind-Lara views with 180-degree terrain scanning. Her skills

include somersaults in three directions, swimming, climbing, and making death-defying leaps to grab onto ledges.

Raider weaves multifaceted gameplay into an item-hunting, puzzle-solving, and searching-for-level-exits quest. It follows the strategy-oriented footsteps of Resident Evil, but with more spurts of barrel-burning gunplay against beasts and bad guys. Shooting purists will diss the cam, which sometimes positions itself so you can't see attacking enemies.

Overall, PlayStation thrill-seekers should sign on for this Raider adventure...and hope for another one next year! **G**

PROTIP: Lara can't store duplicate items, so picking up a large medikit when you already have one is a waste.



PROTIP: In Vilcabamba, this wall is actually a stone block; push it to find the Gold Idol and the silver key. Later, the block helps you exit the level.



PROTIP: Pulling a backwards somersault as you shoot is a cool escape move, since it covers long distances. Have pistols drawn, then as the beasts approach, hold X to shoot and then press square and Down to flip backwards.



Control

5.0

Controls bust multifaceted moves with few hitches. The four-button PlayStation directionals can punish your thumbs as you try to guide the running Lara, but that's not her fault.



Sound

3.5

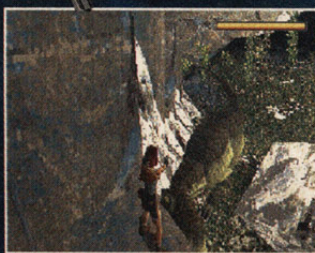
Lara's world is quiet, with sounds and effects that are few and far between. They usually kick in just before an adversary makes the scene.



Graphics

4.5

The polygon-rendered Doctor's looking pretty fine with clean close-ups, stunningly real animation, and sweet moves. On the downside, much of the scenery and backgrounds appear flat.



PROTIP: The beginning of the Lost Valley has a ledge from which you can safely shoot the T. rex. You must make him chase you (several times) and get there before he does.

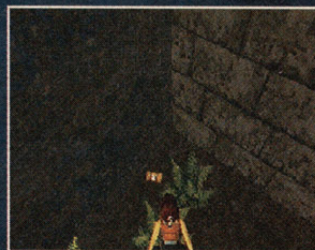
PROTIP: Lara automatically aims her automatics at any threat. When she does, fire away, even if you don't see the attackers.



Fun Factor

4.5

After a solid showing for the Saturn (see Pro-Review, January), Tomb Raider scores even higher. It requires time, patience, problem-solving, and an occasional quick thumb.



PROTIP: Some power-ups are hidden by the scenery or shadows. Hold R1 and use the directionals to examine all likely hiding places.

PROFESSIONAL ANALYSIS OF:



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First person shooter of the year!

GAMEPRO

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Dark Forces

(By LucasArts)

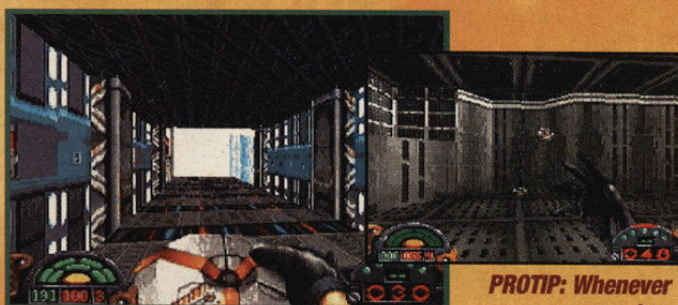
By Major Mike

Price not available
Available now

Corridor shooter
1 player



PROTIP: When fighting the Kell dragons with your fists in Jabba's dragon pit, use attack and retreat tactics; if you wage a war of attrition, you'll definitely lose.



PROTIP: In the Dark Trooper assembly plant, drop I.M. mines on the conveyor belts to clear out enemies waiting down the line.

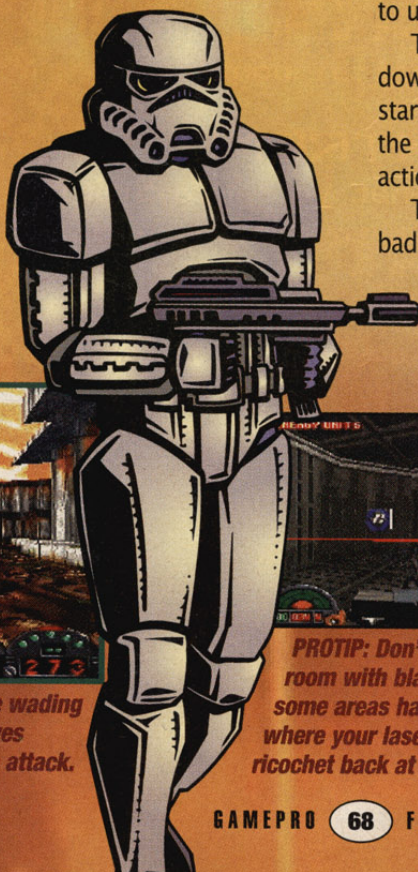
PROTIP: Whenever you see a crack on a wall, throw a thermal detonator at it. You'll create a hole revealing hidden items.



PROTIP: Use battery-powered items sparingly—you never know when an emergency situation will require you to drain the battery for an extended time.



PROTIP: Keep moving when you're wading through sewage; standing still gives sewer monsters an opportunity to attack.



PROTIP: Don't run into every room with blasters blazing; some areas have surfaces where your laser blasts will ricochet back at you.

STAR DARK FORCES WARS



Sound

4.5 The audio effects, from the Stormtroopers' yelling "Halt!" to the various laser blasts, are excellent, and the music is rousing and intense.



Control

4.0 It is very aggravating to not be able to custom-configure the controller. The two-button simultaneous functions are the trickiest to master.



Graphics

4.0 The various stages are colorful and richly textured, while the weapon discharges are very cool. Your enemies, however, look stilted and have jerky movements.



Fun Factor

3.5 Corridor-shooter addicts will definitely want to check out Dark Forces, but those looking for an entry into the genre will be better off with Doom or Power Slave.

Throwing its light saber into the corridor-shooter genre, Dark Forces has some excellent elements, but choppy graphics and slow gameplay hinder the excitement.

In Forces, you're sent on several missions, from freeing captives to committing acts of sabotage. You're also pitted against a variety of familiar *Star Wars* foes—from Stormtroopers to sewer monsters to even Boba Fett.

Long missions with multiple objectives provide you with tense action. Strategy elements, and the challenge of jumping and ducking, add something more to the ordinary point-and-shoot mechanics. There are also awesome, unique weapons to use on your enemies.

The dark forces here are the choppy gameplay and slow-down that plague most of the game—especially when things start to get intense. Your timing also slows down along with the game, which is very annoying in situations when precise actions are required.

There are some great elements in Dark Forces, but it's too bad the game's dark side appears so frequently. **G**

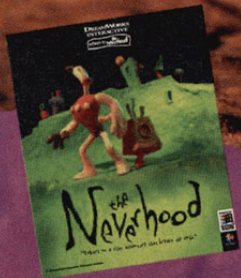


PROTIP: In Mission 11 (Imperial City), press on the wall with the Emperor Emblem. You'll reveal a switch. Shoot the switch and an elevator will take you to a hidden area with a Revive and extra life power-up.

You're Fighting to protect good and
Restore the Rightful King to power.



The Bad News is you're
the guy on the right.



The good news is you're a lot smarter than the guy on the left. Good thing, considering you'll have to solve more than 60 puzzles in order to succeed in the twisted, clay-animated world of Neverhood. You'll help Klaymen avoid pitfalls, collect clues, and kick a little clay butt. All to defeat the evil Klogg and bring the Neverhood back to normal. At least, as normal as it ever gets. [www.DreamWorksGames.com]

**DREAMWORKS
INTERACTIVE**

"Clever, an utterly different vision and
experience from all the lookalike games..."
—NEWSDAY

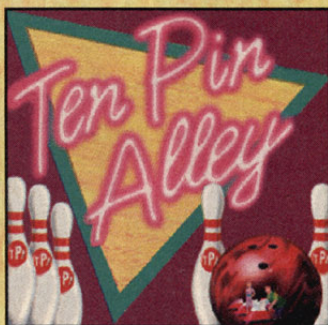
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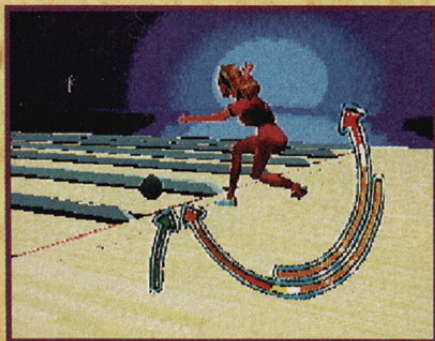
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Striking sparks into the world of bowling, Ten Pin Alley delivers enough fun per frame to be recognized as the kingpin of its sport.

The lanes are jam-packed with every option that out-of-shape, beer-guzzling bowling fans could dream of, including three bowling centers, two scoring modes, and three game styles (Open, Team, and Tournament play). You can even



PROTIP: Line up the mark on the floor with your throwing arm for the best accuracy.



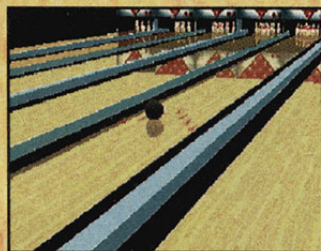
PROTIP: The more power you put behind the ball, the less chance it has to curve. Line up the power throwers toward the middle of the lane.

Ten Pin Alley by ASC			
Graphics	Sound	Control	Fun Factor
4.5	4.0	4.5	4.5
Price not available		Challenge: Adjustable	
Available now		Replay: High	
Bowling		ESRB rating: Kids to Adults	
6 players			

Ten Pin Alley

(By ASC)

By Johnny Ballgame



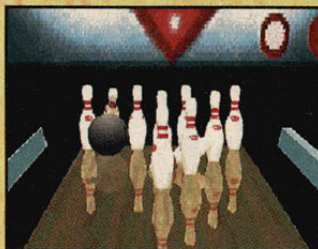
PROTIP: Bowlers who put a lot of spin on the ball need to be lined up toward the gutter to hit the center pins.

change the ball's weight and the oil on the lane. A dozen crazy characters, from a hip-shaking honey to a superstar stud, are selectable.

Pinpoint control is achieved through the PGA Tour-like interface, where you determine the ball's spin, speed, and accuracy with the help of swinging bars and power meters. The realistic ball rotation and pin physics are amazing.

Hilarious individual player reactions to gutter balls and turkeys highlight the graphics, while the sound shines with clapping fans and conga music.

Ten Pin Alley also includes full-motion video of the Bowling Hall of Fame, which is where it deserves to be inducted upon its release. **G**



PROTIP: After a spare, only the first frame of your next round is added to the previous score, so make it count.

PLAYSTATION



Power Slave

(By Playmates Interactive Entertainment)

By Major Mike



PROTIP: Some stages have more than one exit. However, some of these exits can only be reached after acquiring certain magical items.

While not as polished as the Saturn version, Power Slave is still a topnotch corridor shooter for the PlayStation.

Using an Indiana Jones motif, you acquire weapons and special abilities while battling supernatural forces. Unlike Doom, you must re-explore previously completed levels. However, there's enough exploding monsters and manic shooting to keep you satisfied.

The light-sourcing effects are somewhat muted, and the backgrounds are still nicely detailed despite the distorting fish-eye effect you get when close to objects. The sound effects are excellent, from the pain-filled screams to the heavy thud of your M60. The music is perfect for each stage with charging overtures and subtle synthesizers.

For the most part, the controls are very responsive. The only problem is the jumps, which are so loose you have to look down to ensure a safe landing.

Corridor-shooter fans will definitely be enslaved by the Power of this game. **G**



PROTIP: To get rid of pesky piranhas, get the machete and start slashing; the deadly fish will swim into your flailing blade.

While not as polished as the Saturn version, Power Slave is still a topnotch corridor shooter for the PlayStation.

Using an Indiana Jones motif, you acquire weapons and special abilities while battling supernatural forces. Unlike

Doom, you must re-explore previously completed levels. However, there's enough exploding monsters and manic shooting to keep you satisfied.

The light-sourcing effects are somewhat muted, and the backgrounds are still nicely detailed despite the distorting fish-eye effect you get when close to objects. The sound effects are excellent, from the pain-filled screams to the heavy thud of your M60. The music is perfect for each stage with charging overtures and subtle synthesizers.

For the most part, the controls are very responsive. The only problem is the jumps, which are so loose you have to look down to ensure a safe landing.

Corridor-shooter fans will definitely be enslaved by the Power of this game. **G**

POWER SLAVE

PROTIP: Keep an eye open for discolored patches on the walls. Throwing a grenade at these patches reveals hidden areas. ▶



PROTIP: When making jumps over hazardous substances, make sure you have enough room above you to clear a safe jump.



Power Slave			
By Playmates Interactive Entertainment			
Graphics	Sound	Control	Fun Factor
4.0	4.5	4.0	4.5
Price not available		Challenge: Adjustable	
Available now		Replay value: Medium	
Corridor shooter		ESRB rating: Teen	
1 player			



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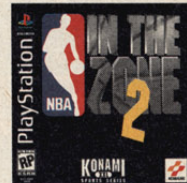
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PITBALL



By Scary Larry

Pitball combines elements of arena football with aliens as contestants. You can play against a friend, challenge the computer, or try the four-player option in teams of two.

To score, you toss a sphere toward an elevated goal while avoiding your opponent. Flying fists, weapons, and power-ups hinder your scoring chances.

The graphics are colorful but pixelated in close-ups and the backgrounds are bland. Monsters like winged demons and

Pitball by Accolade

Graphics	Sound	Control	Fun Factor
4.0	3.0	3.0	3.5

\$49.95

Available now
Cybersport
4 players
Multiple views

Challenge: Adjustable
Replay value: High
ESRB rating: Kids to Adults



PROTIP: A good strategy is to one-time the sphere. Pass the ball to a player near the goal, then have the receiver immediately tap the shoot button.



PROTIP: Fake out an opponent by jumping to make the shot, then passing to another player.

mutated brains lend visual flair.

Pitball is an excellent multi-player game and a great rental. Check it out. **G**

PLAYSTATION

Burning Road



By Johnny Ballgame

Burning Road starts out strong, revving its engine with fast-paced races and souped-up speedsters. But its lack of solid features will drive you to disappointment with only six easy tracks and no two-player split-screen option.

From the tunnels to the chopper overhead, the game's look rips off Ridge Racer, while the music screeches with the worst theme song in video game history. You can choose one of four vehicles, including a monster truck, but their mechanics don't go beyond speed and handling. BR's not a bad arcade-style racer, but its fun-warranty runs out after a couple of days, relegating it to the rental bin. **G**



PROTIP: Press the brake at the beginning of sharp turns to avoid spinning out.



PROTIP: Use the traffic icon to see cars behind you, then cut them off before they can pass.

Burning Road by Playmates

Graphics	Sound	Control	Fun Factor
4.0	2.5	3.5	3.0

Price not available
Available now
1 player
Racing
6 tracks

Multiple views
Challenge: Adjustable
Replay value: Low
ESRB rating: Kids to Adults

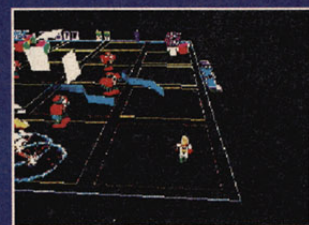
Robotron X



By Bro' Buzz

Robotron X is pure thumb-mashing fun. X is the 32-bit remake of the 360-degree, robot-razing classic arcade shooter.

If you have the thumbs for it,



PROTIP: Stand along the borders to reduce the angles along which the robots can attack.

Robotron X

By Midway Home Entertainment

Graphics	Sound	Control	Fun Factor
3.5	4.0	4.0	4.5

Price not available
Available now
Shooter
100-plus levels
2 players

Challenge: Advanced
Replay value: High
ESRB rating: Kids to Adults



PROTIP: If robots crowd the levels, move around the four fire buttons in a 360-degree circle to make breathing room.

this disc has 100-plus levels. Robotron fans will find familiar foes like the Brains, along with new challengers, as they save the humans.

The graphics have been overhauled thanks to polygon rendering and auto-close-up camera views. The revamped visuals are nice, but the close-ups reduce your field of fire.

Robotron purists can find the original in Williams Arcade's Greatest Hits, but for Robotron hunters seeking something X-tra, X marks the spot. **G**



By Air Hendrix

Hardcore 4X4 delivers a teeth-rattling take on off-road racing that quickly blows a tire. You choose from various tracks and trucks for exhibition or tournament racing, but the basic action and squirrely handling prevent 4X4 from building addictive gameplay. Worse, there's no real-life licenses or two-player action.

4X4's trucks bounce wildly



PROTIP: To pass, stick to the inside of the turn and nudge the other driver into the wall.



PROTIP: On long, slippery patches of ice, set your wheels toward the far side and don't turn again, or you'll skid out.

across the impressive 3D terrain, but breakup and redraw problems interfere. The sound effects perform well, but the cheesy guitar rock and announcer don't.

Tackling 4X4's terrain is moderate fun. But the unchallenging gameplay pegs this one as a rental. **G**

TNN Motor Sports Hardcore 4X4

By ASC Games

Graphics	Sound	Control	Fun Factor
3.5	2.0	3.0	3.0

\$59.99
Available now
Off-road racing
1 player
6 trucks
7 tracks

4 views
Challenge: Adjustable
Replay value: Medium
ESRB rating: Kids to Adults

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The King of Fighters '95

PlayStation



This faithful and well-done port of the Neo-Geo arcade game is a better offering, both graphically and control-wise, than its cousin, Samurai Shodown III. Although it doesn't add anything to the genre, it brings back memories of old 2D fighting games. It plays well, looks good, and sounds the same as the arcade version. You could do worse.

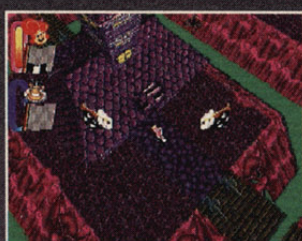
—Scary Larry

By Sony

Graphics	Sound	Control	Fun Factor
4.0	4.0	4.0	4.0

Dare Devil Derby

PlayStation



Dare Devil Derby is a fun, addictive game that's plagued with hard-to-grasp controls. You race in various settings against a cartoony car controlled by the computer or a friend, all on one screen. The stages have colorful jungles—but loose controls translate to lots of practice heats. Better than Street Racer in the two-player mode.—Scary Larry

By Sony

Graphics	Sound	Control	Fun Factor
3.5	3.0	2.0	3.5

Starwinder

PlayStation



Starwinder is a mediocre, barely enjoyable racer. You fly around on a tunnel-enclosed track and blast away at enemies while trying to make the finish line in time. The explosions are well done, and the ship-select and cut screens are topnotch, but the boring driving action will make this a one-weekend rental trip to the stars.—Scary Larry

By Mindscape

Graphics	Sound	Control	Fun Factor
3.0	3.0	3.0	3.0

Iron and Blood

PlayStation



Iron and Blood is a much-touted, really awful fighting game. There's no strategy (we beat the game using a single button), and the play mechanics suck. Fighters get hit, then end up with their backs to an opponent; you hit a walled ring that can hurt you more than the enemy; and the moves are basic. This Blood is contaminated.—Scary Larry

By Acclaim

Graphics	Sound	Control	Fun Factor
3.0	2.5	1.0	2.0

Samurai Shodown III

PlayStation



You are not ready...for this awful game. Samurai Shodown III is a lousy port of an equally bad Neo-Geo game. The graphics are one-dimensional (and they're missing frames of animation), the moves are slowed down horribly, and the fights aren't over fast enough. This port should never have been made.—Scary Larry

By Sony

Graphics	Sound	Control	Fun Factor
2.5	2.5	1.0	1.0

Tempest

PlayStation



There's nothing new about this port of the Jaguar game, but, like an old pair of underwear, it's still fun to have around. Although the rockin' techno soundtrack and trippy light show of Tempest 2000 make this game fun, simple graphics and repetitive gameplay bring this game down a notch. Nostalgia gamers, this is a must-buy!—Scary Larry

By Interplay

Graphics	Sound	Control	Fun Factor
4.0	5.0	5.0	3.0

Machine Head

PlayStation



Machine Head is a fast, frenetic shooting game that lacks fun. You fly along on a self-guided missile, shooting odd, nondescript enemies such as zombies, spiders, and mosquitoes. Neat explosions and solid sound are hindered by dark backgrounds and awful control. For gunning action, this one works well as a weekend rental.—Scary Larry

By Eidos

Graphics	Sound	Control	Fun Factor
4.0	4.0	3.0	3.5

Tunnel B1

PlayStation



Tunnel B1 is a first-person shooter that looks good, but offers little to do except blow up crates, barrels, and flying ships. Incredible light-sourcing, sharp explosions, and clean graphics define the visuals, while speaker-rockin' explosions kick up the sound. Loose controls and minimal action shoot this one down to a weekend rental.—Scary Larry

By Ocean

Graphics	Sound	Control	Fun Factor
4.0	4.0	3.0	3.0

Just cause he's a joker doesn't
mean he plays with a full deck.



Ante up to Crystal Dynamics' fastest,
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Soon Available on PC CD-Rom



Bug Too!

(By Sega)

By Major Mike

\$49.95

Multiple views

Available now 2 players

Action/
adventure



PROTIP: Use the float move for long jumps.



PROTIP: Checkpoints are life-savers. Be sure to search thoroughly for them.



Humorous scenes between the stages add comic relief.



Graphics

4.5

Striking visual elements, such as a run down a corkscrew ledge, and hilarious animations like Bug running will provide an entertaining eyeful. The rendered cinemas, however, are grainy.



Sound

4.5

Cartoony music, aided by excellent sound effects, does the long stages justice. Bug's annoying one-liners (a big distraction in the last game) have been thankfully kept to a minimum.



Control

4.0

Bug responds well to the simple controls. Making careful jumps to the foreground and background is tricky—you never know exactly where you may land.



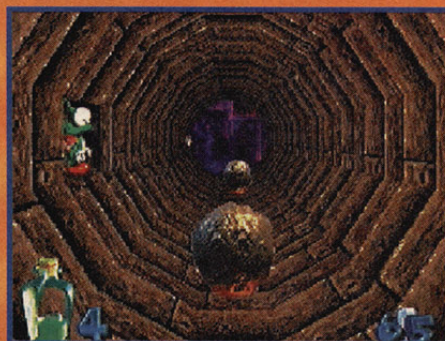
Fun Factor

4.5

Huge stages and great graphics are the highlight of this platform game, and the different characters add variety. This is one sequel worth checking out.



PROTIP: Use your enemies to your advantage; jump on top of them for a super jump.



Beautiful 3D backgrounds fill Bug Too!'s world.

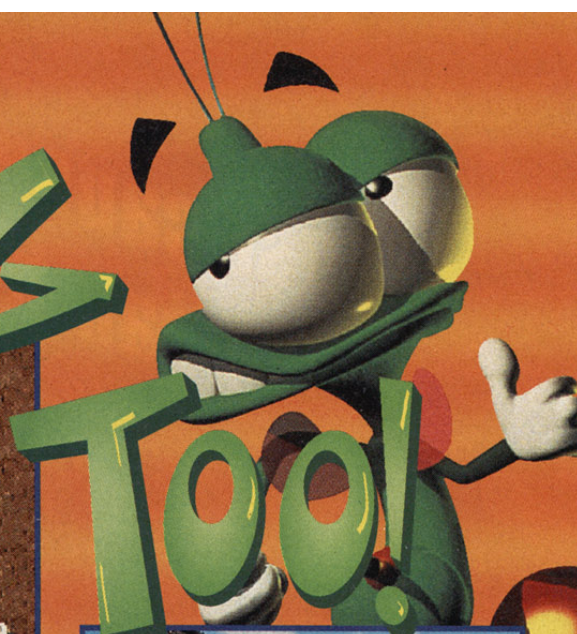
Hot on the heels of last year's Bug! comes Bug Too! This sequel has some unique elements, but at heart it's the same ol' fun bug with tried-and-true hop-n-bop mechanics.

This Bug has two new moves added to his repertoire: He can run as well as glide. Also new are two playable characters: Superfly (a bug with an Afro) and Maggot Dog (a hopping larva).

The stages are huge, cleverly devised movie sets—a sort of Bug goes to Hollywood—filled with hidden areas, and each ends with a boss character. The biggest problem with the game is jumping into the foreground or background: It's hard to see where you're jumping and easy to miss your target.

Bug Too! meets the expectations of its predecessor and at

times exceeds them. Fans of the first game will definitely want to check this out, and for all you newcomers, it's a great time to get bugged. **G**



PROTIP: If the camera is too tight, try walking toward the screen. The camera will zoom out, and you'll get a long shot to see what's around you.

CAST OF CHARACTERS



Bug



Maggot Dog

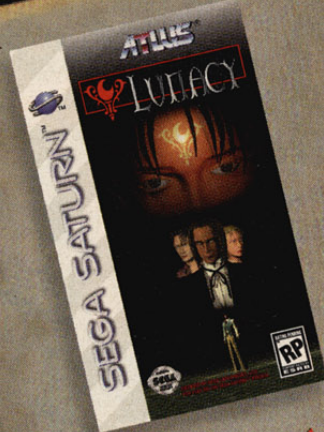


Superfly

There exists a legendary city where your every wish is granted. But wishes have a price. Those who have walked into the magical city wear a special mark upon their foreheads -- and have no memory of who they once were.

The gateway to this mysterious realm lies in your hometown, the City of Mists. You too wear the mark of a wishmaker. Your past is a blur but your future is set. Lord Gordon, ruler of the City of Mists has ordered you to once again find the entrance to the legendary city, or be killed.

Once you return, you must discover how to keep the magical realm from destroying itself and your homeland as you try to regain your most precious possessions -- your memories.



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SATURN

PREVIEW



Crusader: No Remorse

(By Origin)

By Air Hendrix



\$54.95

Available now

Action/adventure

1 player

15 levels

¾-overhead view

In-game saves



CRUSADER NO REMORSE



PROTIP: Shoot at barrels from a distance to set enemies in the vicinity on fire.



PROTIP: If you find an impassable gap, keep searching for switches. Often a force-field bridge can be activated.



PROTIP: Look for these valves so you can shut off the jets of flame and steam that damage you.



PROTIP: Keep your eyes peeled for these tiny "trip wire" lasers. Crossing their paths invariably sets off brutal traps.



PROTIP: Cameras can also send out spider bombs that sneak up on you—be wary of any suspicious openings in the floor.



PROTIP: Shoot out cameras immediately—they sound an alarm that brings the troops running.



PROTIP: Some teleporters kill you instead of transporting you, so always save before you step on one.



Sound

4.0

Despite the enemies' goofy death yelps, the sounds immerse you in the action. Cool effects—like crackling generators and warning klaxons—shine, but the weapon noises are flat.



Graphics

3.5

Muddy backgrounds and choppy animations detract from the gripping gameplay. Impressive visual effects, such as reeling enemies on fire, help hold your interest.



Control

4.0

Practice with the complex controls rewards you with a useful, deadly means of controlling the Silencer. Connecting with your target, however, remains a tad tricky.



Fun Factor

5.0

Despite some notable flaws, Crusader's awesome, in-depth action will utterly addict you. With a little patience, gamers will uncover one of the Saturn's best action titles.

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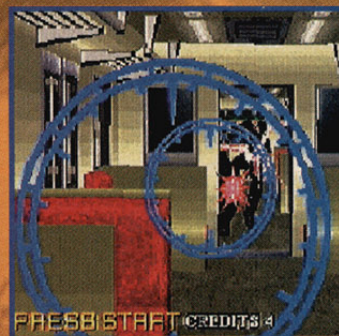


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The second round of this classic shooter stitches bullet holes across the Saturn in an excellent arcade port. Although the thrills faded too quickly, Virtua Cop 2 still delivers high-octane action.



PRO TIP: In tight corridors like the subway cars, several enemies often pop up at once, so empty your clip as soon as one appears. You can take out the group without aiming.

Like the original, VC2 locks and loads with three missions. Your standard six-shot revolver's boosted by power-ups that arm you with shotguns, rifles, and so on. The lightgun re-

Virtua Cop 2

sponds perfectly, but struggling with the slow, finicky joystick ruins the experience.

Graphically, you'll find outstanding backgrounds and fast, smooth action. The excellent polygonal characters add real humor by clutching their wounds. As for sounds, solid effects like the whine of a ricochet keep you engrossed.

VC2's energetic gameplay



PRO TIP: In the Advanced level, a machine gun's hiding behind the last light fixture before you depart this area.

Virtua Cop 2

(By Sega)

By Air Hendrix



PRO TIP: In the Medium level, target this monitor to uncover a shotgun.



PRO TIP: Target the red barrels, and the resulting explosion will take out all enemies behind it.

challenges your twitch skills with demanding targets. The action's formulaic, but it's a totally addictive, entertaining formula, and it offers innovations like multiple pathways and wild chase scenes. The problem is the game ends far too quickly, and once you memorize the patterns, it becomes routine.

For lightgun fans, VC2's a solid buy. Otherwise, its short-lived but frenzied fun makes for a top Saturn rental. **G**

Virtua Cop 2 by Sega

Graphics	Sound	Control	Fun Factor
4.5	4.0	3.5	4.5

\$49.99
\$79.99 with lightgun
Available now
Shooter
2 players

3 levels
First-person view
Challenge: Adjustable
Replay value: Low
ESRB rating: Teen

SATURN



Area 51

(By Midway Home Entertainment)

By Air Hendrix

Good thing Area 51 exists after all! This game doesn't sport the high-tech glitter of Virtua Cop 2, but it still delivers action-packed gameplay that'll grease your lightgun with sweat.

Set in a top-secret government base, Area 51 charges you with eradicating an alien invasion. You pack more than enough heat for the one long mission, and beaucoup power-ups set you up with shotguns, machine guns, and grenades. Controlwise, aiming with the lightgun can be a touch tricky until you get the feel, but the joystick works remarkably well.

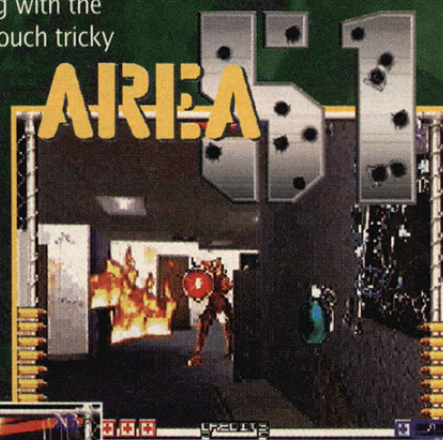
Area 51 keeps up a pace even more frenzied than Virtua Cop 2's, challenging you with mobs



PRO TIP: Enter this secret area just inside the hangar by shooting the blue light to the left of the red truck and the two blue lights to its right.

of aliens and entertaining you with tons more power-ups and secret areas. Like VC2, though, a few play-throughs engrain the patterns on your brain, and from there, the raucous excitement fades fast.

The grainy illustrated graphics underuse the Saturn's abili-



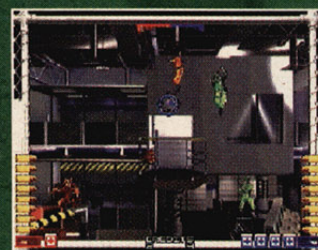
PRO TIP: Shoot the paintings in the office corridors—they all contain a power-up.

ties, but the chunky gore that accompanies every shot adds to the fun. Repetitive sounds will also disappoint gamers.

Area 51's sizzling action easily overcomes its sizable flaws. It's a must for diehard shooters and a superb rental for everyone else. **G**



PRO TIP: Unlock this secret area just after you jump out of the helicopter by shooting the Exit sign and the ceiling lights around it when you spot the first purple alien.



PRO TIP: Blast apart this blue light for a crucial power-up.

Area 51

By Midway Home Entertainment

Graphics	Sound	Control	Fun Factor
3.0	3.5	3.5	4.5

\$59.99
Available now
Shooter
2 players

First-person view
Challenge: Adjustable
Replay value: Low
ESRB rating: Mature

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SATURN

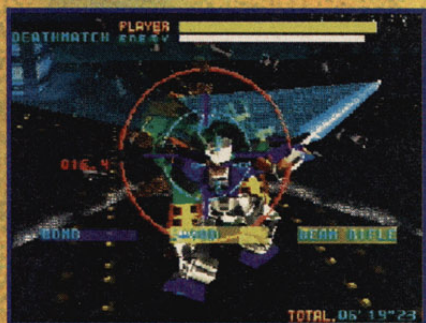
PREVIEW

Looking for a different kind of fight? Then check out Virtual On Cyber Troopers, an alternative to standard fighting games that pits you against the computer or a friend in the guise of a 50-foot cyborg demolition machine.

Choose from eight Virtualoid machines to engage in combat in ten battle arenas. Each fighter has an array of weapons, ranging from high-powered guns and light swords to mis-

Virtual On Cyber Troopers

By The Rookie



PROTIP: To best attack Vr Dorkas, keep the fight in close and use your two center weapons to score big-time damage.

Virtual On Cyber Troopers

siles and bombs. While mastering the controls takes some time, they soon become second nature.

Unfortunately, the graphics could have been sharper. The polygons are ill-defined when opponents get close, making it difficult to see who's hitting who. The explosions are 16-bit, and the replays look choppy.

The sound effects and music also scream 16-bit with weak explosions and a sound-

track that seems borrowed from Teenage Mutant Ninja Turtles. The voice-overs are so tinny they sound like someone just got kicked in the Virtual...well you know.

Virtual On is good fighting fun without having to learn a host of moves. Try it as a rental first to see if it satisfies your thirst for fast action. **G**



PROTIP: If your Virtualoid gets turned around, simply press the jump button to face your opponent and fire away.

Virtual On Cyber Troopers by Sega			
Graphics	Sound	Control	Fun Factor
3.5	3.0	3.5	4.0
Price not available Available now		Challenge: Adjustable Replay value: Medium	
Fighting		ESRB rating: Kids to Adults	
2 players			
Rotating view			



PROTIP: Dash and fire at your opponent to score quick hits without taking much damage.



PROTIP: Hide behind the battlefield structures, then pop out to deliver some serious hurt.

Batman Forever: The Arcade Game

By The Rookie



Swooping down on the denizens of Gotham City comes Batman Forever: The Arcade Game. Unfortunately, the tiresome action drives you batty with uninspired 2D graphics.

Suit up as Batman or Robin, or fight with a friend, to do some dynamic-duo damage in nonstop, Final Fight-style action. The responsive controls allow for fast fists to score multiple hits in a simple combo system. Bat-related items such as Batarangs, Batbolos, and grappling hooks are here as well.

Graphically, the game resembles the scarred side of Two-Face: Blocky, pixelated characters become an eyesore, while the backgrounds are flat and the colors are bland.

The sounds, which range from cool punching effects to annoying grunts, groans, and death screams, round out the game, along with cool music samples from the movie. But the occasional congo-esque tune makes you reach for the mute button.

Batman Forever: The Arcade Game

By Acclaim

Graphics	Sound	Control	Fun Factor
3.0	3.0	4.0	3.5
Price not available Available now		Challenge: Adjustable Replay value: Low	
2 players		ESRB rating: Kids to Adults	
Side view			



PROTIP: Don't get stuck in the middle of a bunch of goons, 'cause once they start to pop, they won't stop.

Old-school, side-scrolling fighting fun can't last forever, and neither will this Batman. Fans of either element, however, should give this one a turn as a rental. **G**



PROTIP: Move back and forth across the screen to avoid Sugar and Spice, then assail them with jump kicks.



PROTIP: Use kick combos to fend off the thugs while throwing Super Batarangs to take out the helicopter boss.



PROTIP: Mauneuver behind Guesser and Zapper, then use combos to take them out.

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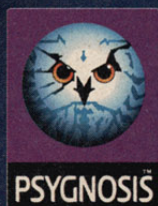
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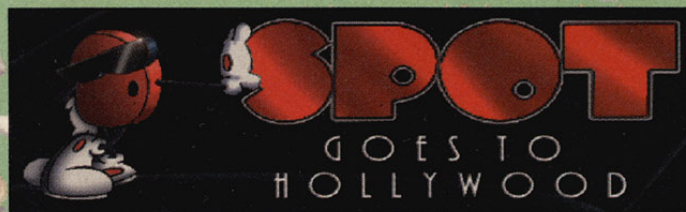
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A rotund corporate symbol who made a 16-bit name for himself makes a splashy Saturn debut, however, this movie-themed game gets mixed reviews.

As Spot, you jump and shoot your way past simple enemies in a variety of movie settings, including a pirate ship. Unfortunately, clumsy controls severely lower the Fun Factor. What should be easy, fun gameplay is made frustratingly tough by the awkward angled-overhead view. Enemies are hard to target, and jumps are hard to make with any con-



sistency or precision.

The impressive graphics and terrific sounds almost compensate for the discouraging gameplay. Entertaining cut scenes and detailed backgrounds give this game a glitzy graphic sheen. Even better is the wonderful music straight out of big-budget Hollywood movies. The rich sound effects create a detailed sonic background for the action.

It's a shame the charming graphics and sounds are left high and dry by the spotty gameplay. Spot had potential, but ultimately he's not that cool. **G**



PROTIP: In Minecart Madness, shoot the Danger signs instead of trying to jump them.

Spot Goes to Hollywood

(By Virgin Interactive)

By Doctor Devon



PROTIP: In Swashbuckling Spot, stand back from barrels as you blow them up. They may have attacking enemies inside.



PROTIP: In Bats in the Belfry, wait until the hunchbacks take turns jumping so you'll know how far up you can climb.



PROTIP: In Cursed Temple, don't touch the vertical shafts of light or you'll invite a rain of arrows.

Spot Goes to Hollywood

By Virgin Interactive

Graphics	Sound	Control	Fun Factor
4.0	4.5	2.0	3.5

\$59.95

Available now

Action/adventure

1 player

20 levels

Angled-overhead view

Challenge: Intermediate

Replay value: Medium

ESRB rating: Kids to Adults

SATURN

PREVIEW

Crime Wave

(By Eidos Interactive)

By Coach Kyle



PROTIP: When pursuing bad guys, drive along fences and long buildings to find shortcuts across town.



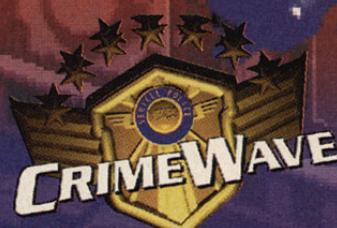
PROTIP: Don't hesitate to destroy innocent cars if it means you can nail the target as the timer runs down.



PROTIP: Often you end up waiting for new targets to appear; use that time to go off-road to learn each zone.



PROTIP: When your red targeting arrow starts flashing, open fire, even if you can't see the target yet.



C rime Wave is an average driving/shooting game that's neither varied enough nor thrilling enough to offer great gunplay.

As a bounty hunter chasing and destroying escaping cars, you drive eight armed vehicles themed to eight environments, firing at quick-moving cars. You also get penalized for nailing innocent traffic.

Unfortunately, you hit lots of obstacles and miss lots of targets, thanks to overly sensitive controls that send your vehicle all over the road. Driving through traffic while aiming your guns usually results in unwanted mayhem.

The sounds and graphics are uneven. The detailed backgrounds are tempered by the ever-rotating overhead camera that turns whenever you go around a corner. The routine sound effects need voices or percussive explosions to add excitement. The jazzy music sounds like it's from a swingin' TV-cop show.

Even if you do play long enough to master the controls, Crime Wave never swells to high-octane fun. **G**

Crime Wave by Eidos Interactive

Graphics	Sound	Control	Fun Factor
3.5	3.5	2.0	3.0

\$55

Available now

Action/driving

2 players

8 zones

Overhead view

Challenge: Intermediate

Replay value: Medium

ESRB rating: Kids to Adults

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THE 16-BIT GAMER'S SURVIVAL GUIDE

Super NES
ProReview



By The Gun Nut

A redoubtable translation of the arcade fighting game, Street Fighter Alpha 2 shows the Super NES still has some life left.

All the arcade's custom combos, special moves, and super moves are intact, which makes for intense gameplay—though slowdown distracts you when you're doing a custom combo or super move.

The characters are detailed, but the backgrounds lack animation (the bikes are choppy in Chun-Li's stage), and some are missing elements completely (like the spectators in Birdie's stage). The sound is awful: Effects are tinny, vocals drop off the audio track completely, and it takes the announcer forever to say the round number and "Fight!" The muted music sounds 8-bit all the way.

The SF games are renowned for gameplay, and this version of SFA2 holds up beautifully. The moves are a snap to execute, thanks to responsive controls. The only drawback is that the

fights are slow, even on the the game's fastest turbo setting.

Flaws aside, SFA2 is a good fighting game that remains (for the most part) faithful to its arcade counterpart. **G**



PROTIP: To play as Chun-Li as she appeared in Super Street Fighter II Turbo, put the cursor on Chun-Li, press and hold Start for five seconds, then press any button.



PROTIP: For extra hits, use Akuma's Air Fireball whenever he jumps.

Street Fighter Alpha 2 by Nintendo			
Graphics	Sound	Control	Fun Factor
3.5	2.5	4.5	4.0
\$69.99		Fighting	
32 megs		Challenge: Adjustable	
Available now		Replay value: High	
2 players		ESRB rating: Teen	



Super NES
ProReview



By Coach Kyle

The Prince is back solving puzzles, leaping chasms, swordfighting, and dodging traps, all to save the princess from



PROTIP: Let yourself down by your hands whenever you can.

Prince of Persia 2 by Titus			
Graphics	Sound	Control	Fun Factor
3.0	3.0	4.5	4.0
\$54.99		Side view	
Megs not available		Challenge: Advanced	
Available now		Replay value: High	
Action/adventure		ESRB rating: Kids to Adults	
1 player		15 levels	

Prince of Persia 2



PROTIP: Keep running after you cross the bridge or you won't make the leap onto the ship.

Jaffar. But in Prince of Persia 2, someone turned on the lights!

The graphics are livelier with well-lit, detailed dungeons and outdoor scenes. Unfortunately, the characters are outlined in retro-black and are fairly small. The music is still eerie, but this game could use more demonstrative sound effects.

A tough thinking-gamer's game, POP2 is a decent adventure. **G**

Super NES
ProReview



By Captain Squideo

Incantation is okay for beginners, but veterans should look elsewhere for good platform action.

As a magician's apprentice, you explore forests, caves, and swamps for spells and gold while avoiding easy enemies. The traps are basic; the bosses big, slow lugs. The one-button control is too reminiscent of 8-bit games.



PROTIP: Shoot the spheres the Stage One boss throws, then run toward him so he jumps over you.

INCANTATION



PROTIP: Nail the Stage Three boss as you dodge the rocks he drops on you.

The sound effects and weak music add little, and the graphics are cartoony. We need new 16-bit titles, but Incantation isn't one you'll remember long. **G**

Incantation by Titus			
Graphics	Sound	Control	Fun Factor
2.5	1.5	2.0	2.0
\$54.99		Side view	
Megs not available		Challenge: Beginner	
Available now		Replay value: Low	
Action/adventure		ESRB rating: Kids to Adults	
1 player		12 levels	

THE 16-BIT GAMER'S SURVIVAL GUIDE

Genesis
ProReview

WILLIAMS ARCADE'S Greatest Hits

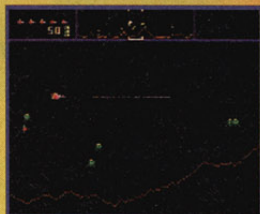
By Captain Cameron

Revolutions of old arcade games are the rage. Unlike Namco's Museum games, Williams Arcade's Greatest Hits adds nothing new to these average '80s games.

Of the classics here—Defender, Defender II, Joust, Robotron, and Sinistar—Robotron comes off best with its swarming enemies that create genuine suspense.

In all the games, the graphics are simple and the sounds add little. The controls are hit-and-miss, especially in Defender where there's lots to do but your shots and warps are often ineffective.

Old games have their place in history, but not in 1997. "Old" doesn't always equal "classic." **G**



PROTIP: In Defender, save your smart bombs for lots of swarming enemies.



PROTIP: In Robotron, quickly grab the hostages, then obliterate the robots.

Williams Arcade's Greatest Hits By Williams			
Graphics	Sound	Control	Fun Factor
2.0	2.5	2.5	2.5
Price not available	5 games		
4 megs	Challenge: Adjustable		
Available now	Replay value: Medium		
Arcade compilation	ESRB rating: Kids to Adults		
2 players			

Super NES
ProReview

War 3010: The Revolution

By Scary Larry

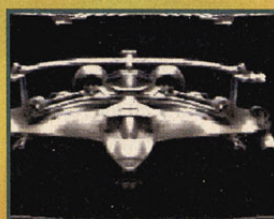
Second-rate graphics and sounds may make War 3010: The Revolution seem hokey compared to other battle sims, but this game is really complex. You must command a spaceship fleet, take over the enemy's craft, and build space stations.

While your mind's challenged, your eyes will tire from the non-descript starfield. Even the ship-to-ship battles are static and dull.

Cheesy sounds and bland music also stymie this game. Add in the endless menus (with no explanations to most icons, so you must read the manual), and you'll find yourself wishing the Revolution would end. **G**



PROTIP: Move your attackers to the enemy's rear to engage it from behind and to close escape routes.



PROTIP: Watch your enemy's shield levels. If the hit you deal is less powerful than the hit you take, fly to the nearest repair pod.

War 3010: The Revolution By Advanced Production, Inc.			
Graphics	Sound	Control	Fun Factor
2.0	2.0	2.0	2.0
Price not available	Challenge: Adjustable		
16 megs	Replay value: Medium		
Available now	ESRB rating: Kids to Adults		
Simulation			
1 player			

16-BIT HALL OF FAME

You Gotta Have These!

Last September, the Hall of Fame directors (that's us) asked you to vote for the best 16-bit role-playing game of all time. This request drew the most votes among readers, resulting in one of the most spirited competitions the Hall of Fame has ever had.

Interestingly, SNES games took the top three positions, and scored six of the top ten. Here are your top ten RPGs, listed in order of popularity:

1. Chrono Trigger (Super NES)
2. Final Fantasy 3 (Super NES)
3. Final Fantasy 2 (Super NES)
4. Phantasy Star 4 (Genesis)
5. Super Mario RPG (Super NES)
6. Phantasy Star 2 (Genesis)
7. Secret of Mana (Super NES)
8. Shadowrun (Super NES)
9. Shining Force II (Genesis)
10. Landstalker (Genesis)



Chrono Trigger was the clear-cut winner among 16-bit RPGs....



...while Phantasy Star 4 was the top Genesis RPG.

Now that the holiday season has come and gone, 16-bit owners have to face a sad reality: The recent flood of new 16-bit games is about to slow to a trickle. Pre-Christmas releases included Donkey Kong 3 and Ultimate MK3 for the SNES, and Vectorman 2, Sonic 3D Blast, and Ultimate MK3 for the Genesis. By contrast, post-Christmas releases include...four games, and of these, two are reissues of old classics.

If you haven't played two of the big Super Star Wars games yet, here's your chance: Super Return of the Jedi and Super Empire Strikes Back are being re-released by T•HQ in time for the re-released movies.

Here are all the SNES and Genesis releases scheduled for late January and February:

- Maui Mallard in Cold Shadow by Disney Interactive (Super NES)
- Super Empire Strikes Back by T•HQ (Super NES)
- Super Return of the Jedi by T•HQ (Super NES)
- X-Women by Sega (Genesis)



The ducky detective Maui Mallard should start sleuthing on the SNES this month.

SPORTS PAGES

GameDay '97 Goes Long—and Scores!



NFL GameDay '97

By Scary "Hut-Hut" Larry

PlayStation

Psst...hey, football fans and gridiron gurus, GameDay '97 is finally here, and guess what? GameDay '97 comes straight up the middle with championship gameplay and tons of outstanding new features.

Tendons, Anyone?

Much like last year's version, Game Day '97 offers solid gameplay and the standard 30 NFL teams. But as you play (and read the manual, which is extremely helpful), you realize that this ain't your daddy's football game.



PROTIP: Timing the jump (press Δ) when receiving is the key to making incredible catches.

GameDay '97's controls shine with a bevy of new offensive and defensive moves, including the ability to overthrow passes when the receiver is blanketed, strip balls, or catch passes with one hand. Once a play has started, you can even read the coverage and change the receiver's route. When the game goes head-to-head on options, GameDay goes long and comes up with the ball. Take that, Madden!

GameDay's strength is the realistic gameplay, which delivers the hardest hits and most authentic action available in a football game. The A.I. actually diagnoses your moves on offense and defense. In fact, you can set the A.I. level, which gives GameDay great replay value.

Smells Like Team Spirit

Graphically, the game defends well against Madden. The players move realistically, although they're grainy and slightly pixelated in close-ups.

NFL GameDay '97 by Sony			
Graphics	Sound	Control	Fun Factor
4.5	4.5	5.0	5.0
Price not available Available now		Challenge: Adjustable Replay value: High	
Football		ESRB rating: Kids to Adults	
4 players			
Multiple views			

While the moves are fun to watch, the peripheral graphics (cheerleaders, crowd, and stadium) are barely worth noticing.

The sound remains a mixed bag. That annoying riff from "We Will Rock You" has returned, but the PA announcer is on the money.

Blockbuster Champ Shane Talks Football

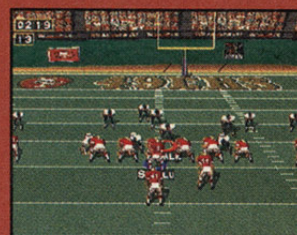


"GameDay '97's a more honest game than Madden '97. In GameDay, it's harder to intercept, but it's easier to defend against the pass. It still looks a lot like the old GameDay. Also, this game seems a lot faster, and there are real numbers on the jerseys."

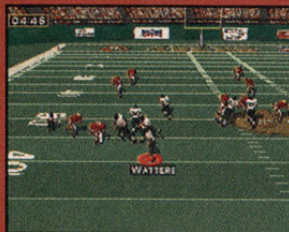
NFL GameDay '97 Tips



PROTIP: Mixing runs and passes is also a key to winning. On plays like the Sweep, keep your eye open for lanes in between the defender on the far right and the middle of the pack.



PROTIP: On defense, choose the lineman to the immediate right or left of the center. Weave him inside at the snap and try to nail the quarterback for a loss.



PROTIP: When running, try to stay behind your blocker. Hurdle (press Δ) tacklers who get past your lead block.



PROTIP: Occasionally vary from normal strategy by using high-risk passing patterns like the HB Option to fool the A.I. Otherwise, you'll be read like a playbook.

It's in This Game

If you're making your very first football purchase, GameDay '97 is the team to bet on. For those who purchased Madden early and were hoping for more, get out the greenbacks and line up for GameDay. It scores—big time! **G**

Correction

Because of an editing error, the graphics were incorrectly described in our review of NCAA GameBreaker (see "Sports Pages," November '96). The last sentence of the fifth paragraph should have read: "You can also play in varied weather conditions, leading to a small graphical nuance—players get muddy in degrees, not all in one shot." GamePro regrets the error.

NBA Hangtime Buries the Rock on the N64



NBA Hangtime

By Air Hendrix

Nintendo 64

Midway continues to keep sports gaming alive on the N64 with this stellar arcade port of the third edition of NBA Jam. Like Wayne Gretzky's 3D Hockey before it, Hangtime's rowdy two-on-two games are light on realism but heavy on unabashedly fun, addictive action.



High Flyin'

Hangtime's courts are packed with a strong lineup of NBA players—five choices per team, including top rookies. Beyond the usual shoves, steals, turbo, and the like, you'll also find leaning shots, double dunks, spins, and alley-oops. Dropping three buckets in a row sets your player on fire, while three successive alley-oops or double dunks ignite your whole team with unlimited turbo.

Of course, Hangtime jams in more secrets than you can count, including a blacktop court on top of a skyscraper. But one of the coolest features is the create-a-player mode, which enables you to set your player's skills, face, uniform, and



PROTIP: Always get up and under an incoming shot to go for the block.

PROTIP: If your CPU player gets on fire, keep feeding him the ball and take lots of outside shots. You can even intentionally goal-tend to keep him on fire.



NBA Hangtime Tips



PROTIP: Hang out on your end of the court until you draw coverage, then pass up to your man at the net for some easy points.



PROTIP: Follow your shot in—if it misses, you'll have a better chance at the tip or rebound.



PROTIP: Use the spin move to roll through tight spots.



PROTIP: If you're getting pressured at the net, head outside and pass back in for an alley-oop.

more. As you play through the game, your stats accumulate, and victories earn you more and more skill points, which improve your shooting, blocking, and so on.

You control your player with the directional pad or joystick, but the stick's too jittery to stay with. Otherwise, the game asks little of the controls, and they respond just fine.

Rim Rockin'

The visuals shine with smoothly moving, well-detailed players and courts. You'll recognize the players' real-life faces, though they look a tad pasted on. Reflections along the floor add nice realism, too.

On the sound side, Hangtime erupts with hip-hop tunes and solid effects. The clear announcer paces the action well, but he's not as lively and original as the first Jam commentator.

Dunkfest!

Jam-style hoops is nothing new, but Hangtime does it with enough flash and freshness to keep you happily dunkin' like a fool. The multiplayer action's particularly awesome. Hardcore b-ball sim fans won't find the depth they're looking for, but a few games will leave you jonesin' for more of those wild double dunks and alley-oops. **G**

NBA Hangtime By Midway Home Entertainment			
Graphics	Sound	Control	Fun Factor
 4.5	 4.5	 4.0	 4.5
Price not available	Side view	Challenge: Adjustable	
96 megs	Available now	Replay value: High	
Fantasy basketball	4 players	ESRB rating: Kids to Adults	



Andretti Racing

By Johnny Ballgame

Saturn

Andretti cruises into the winner's circle with a championship combination of topnotch, high-performance gameplay and fabulous features. Although it's a minor trade down from the PlayStation version, it's still the best racing game to ride onto the Saturn this year.

Mario Mania

Andretti's fueled with the high-octane options grease monkeys go ape over. One or two players can race on 16 of the world's toughest tracks in either the stock- or Indy-car circuit. Features include Exhibition races and Season mode, where you accumulate points and sponsors with victories.

You can manipulate your car's setup by selecting soft or hard tires, adjusting the down-force pressure on your front and rear end, and changing your gear ratio to match the number of turns on the track. When it comes to racing, quick and responsive control allows you to cut corners and speed around troublesome turns at over 100 mph.

Andretti Racing Tips



PROTIP: When racing stock cars, slam your opponents into the walls every chance you get. It's the dirty way to win, but who cares?

Not a Beauty Contest

If a game's fun was determined by graphics alone, Andretti would live in the pits. The cars aren't as polished as they are in the PlayStation version, while the backgrounds are nowhere near as colorful and detailed as Daytona's. However, screeching tires, roaring motors, and crashing cars provide your ears with the green light to realism that the graphics fail to offer.

Saturn owners who are looking to buy one racing game this year, look no further. Andretti pumps nitro into the veins of the genre's fans and is the clear-cut winner in the crowded field of Saturn racers. **G**

Andretti Racing by EA Sports			
Graphics	Sound	Control	Fun Factor
\$54.95	Challenge: Intermediate		
Available now	Replay value: High		
Racing	ESRB rating: Kids to Adults		
2 players			
Multiple views			



PROTIP: The best way to handle turns is to hold down the gas and press the brake at the same time.



PROTIP: The Indy cars are more fragile than the stock cars, so contact should be avoided if you want to last the entire race.



Daytona USA Championship Circuit Edition

By Johnny Ballgame

Saturn

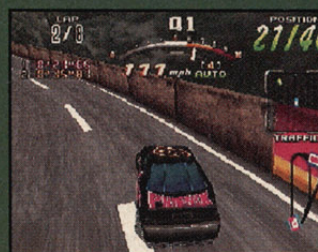
Daytona accelerates out of the starting line, burning rubber with its stylish look, fast action, and hairpin turns. But its shortage of tracks and racing features slows down the game significantly enough for Andretti to zoom past it at the checkered flag to capture the Saturn racing championship.

Raucous Racing

Racing fans have the option to compete in Arcade mode, Time Attack, or Two Player Battle via a split screen. Daytona offers five challenging tracks and eight high-powered road machines, each with different rankings in maximum speed, acceleration, and grip. But when compared to the 16 authentic roadways in Andretti, having only five tracks is a serious drawback to drivers trying to choose between the games.

Steering your speedster is difficult at times, but Sega includes an option to tighten or loosen the control according to your liking.

Daytona CCE Tips



PROTIP: It takes less time to slam on the brakes and crawl around turns than it does to recover from a crash.

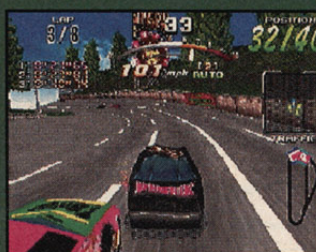
Graphically, Daytona bursts ahead of its competition with top-of-the-line details like dented cars and visible sponsors on hoods, trunks, and rooftops. The only gas guzzler is the sometimes slow redraw that makes it frustrating to see the approaching turns.

The musical tracks' drum beats and techno swing are a perfect complement to the bump-and-grind fender-bending races, but the muffled voice from the pits is often difficult to understand.

Second-Place Finish

Overall, Sega delivers a solid sequel. Unfortunately it arrives in stores about the same time as Andretti, and in comparison, it just doesn't give you the same mileage for your money. **G**

Daytona USA Championship Circuit Edition by Sega Sports			
Graphics	Sound	Control	Fun Factor
\$49.99	Challenge: Adjustable		
Available now	Replay value: Medium		
Racing	ESRB rating: Kids to Adults		
2 players			
Multiple views			



PROTIP: When you see cars coming up behind you, cut them off—even slam them into a wall if you have to—but don't let them pass.



PROTIP: It's a good idea to race the Time Trial before you attack the Arcade circuit. You'll get a feel not only for your car but for the turns and obstacles in the tracks.

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NBA In The Zone 2

By Johnny Ballgame

PlayStation

NBA In The Zone 2 leaps at the rim with cool animations and showtime dunks, appearing at first glance to be a possible title contender. But by the final buzzer, its lack of depth dooms it to the sidelines with the rest of the middle-of-the-pack basketball games.

Been There, Dunked That

Zone's uninspired lineup of new features, including Season games, substitutions, stamina, and player creation, are all standard in other games. Every NBA team is selectable, along with most of the superstars; realistic gameplay and strategy, however, are left out. In The Zone 2 is like a five-on-five version of NBA Jam: All you do is dunk and shoot three-pointers the entire game. The only play you can run is the Post, and when you control the ball, you have to manually move your teammates or they just stand around watching you dribble.

In The Zone 2 does offer super slams and the

most recognizable player animations, like Rodman snatching a rebound with his legs spread and Kemp swinging on the rim after a monster tip-slam. Soundwise, the crowd, buzzer, and ball all ring authentic, but the repetitive play-by-play announcer misses a lot of calls.

All That Glitters...

Despite its impressive look, In The Zone 2 fails to live up to all its hoopla. Basketball fans should rent it for a weekend to check out some of the dunks, but if you're searching for something with more stamina, Live '97 is the only game in town. **G**

NBA In The Zone 2 by Konami			
Graphics	Sound	Control	Fun Factor
4.5	3.5	2.5	3.5
Price not available		Multiple views	
Available now		Challenge: Adjustable	
Basketball		Replay value: Medium	
2 players		ESRB rating: Kids to Adults	

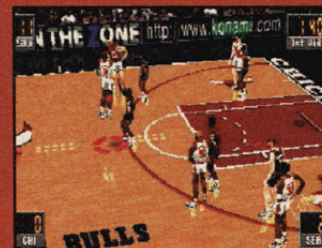
NBA In The Zone 2 Tips



PROTIP: After a questionable shot, run toward the rim and jump to follow with a tip-slam.



PROTIP: Pump-fake to draw defenders into the air, then fire away at the basket when they're on their way down.



PROTIP: Check the player stats to see who's your best three-point shooter, then constantly feed him the ball to run up the score.



NFL '97

By Air Hendrix

Saturn

Sega scored well on the Genesis with the Prime Time series, and now it's finally ready for Saturn action... minus the Deion sponsorship. Despite some impressive features, NFL '97 fumbles up and down the field with lackluster gameplay and feeble graphics and sounds.

Prime Time Flop

NFL kicks off in Exhibition, Season, and Practice modes with all the pro players and teams. There are no historical greats or real-life stadiums, but you can make trades, customize the playing conditions and penalties, and pick from five generic stadiums.

Previously found only in PC football games, the play editor is the

standout feature of NFL. You can create an offensive playbook of running or passing plays, choosing each player's pattern from a predetermined selection. While you can't create just any wacky play that comes to mind, the freedom to draw up your own playbook is way cool.

But that's the lone highlight of NFL '97. The frustrating controls fizzle with only a speed burst, spin, jump, and dive at your command, while the confusing approach when passing and kicking only interferes with tight action.

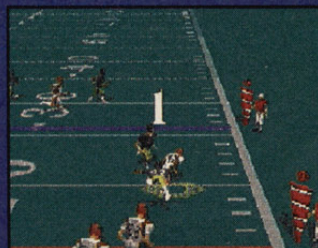
Although you'll find player numbers on the jerseys, the lame graphics choke with stilted animations, quirky cameras, and poorly rendered players. The terrible sounds fare even worse, setting a new low

NFL '97 by Sega Sports			
Graphics	Sound	Control	Fun Factor
2.0	1.0	2.5	2.5
\$49.95		Multiple views	
Available now		Challenge: Adjustable	
Football		Replay value: Medium	
8 players (with adapter)		ESRB rating: Kids to Adults	

NFL '97 Tips



PROTIP: If you're controlling a top QB like Young and the play falls apart, hold down the Speed button and go for the run.



PROTIP: On defense, start out controlling one of the linemen to cover any running plays, then switch to a defensive back as soon as the ball's thrown to cover the pass.



A first in console football, the play editor enables you to create and save your own plays from a preset array of choices.

with a garbled announcer and awful onfield effects.

Thrown Away

NFL takes a decent crack at football gameplay, but with so many serious flaws, the game's just no fun to play. The Saturn's already rumbling with the solid action of Madden '97, so stay far away from this substandard field. **G**

NHL '97

By Air Hendrix

Saturn

Hot on the skates of its PlayStation predecessor, NHL '97 rockets onto the Saturn rink. Although the graphics don't shine as brightly as they did on the PlayStation, the game's addictive action will keep you lighting up sirens like Lindros.

Saturn All-Stars

As always, EA delivers the right moves and features. Faceoffs go down in Exhibition, Season, Playoff, and Shootout modes with all the pro teams and players, two All-Star teams, fighting, trades, and player creation. On the stick, you'll find one-timers, drop passes, quick stops, spins, two checks, holds, and special moves for each team's star players.

This all makes for a fierce round of hockey with all the board-breaking, high-scoring action that made the NHL series famous. Still, more strategy-oriented gamers may stick with NHL Powerplay '96, which isn't as rowdy but lets you tune your offensive and defensive strategies, and also provides more line-change variations.

On the control side, NHL's extensive lineup of moves fires off without a hitch. However, the quirky stick handling and skating feel odd at first, and the finicky player switching and goalie control also cause trouble. With practice, though, NHL's unique style settles in.



PROTIP: One of the best ways to score is cutting across the crease and flipping in a backhand wrist shot. But don't get too close to the goalie, or he'll flatten you.

Power Play

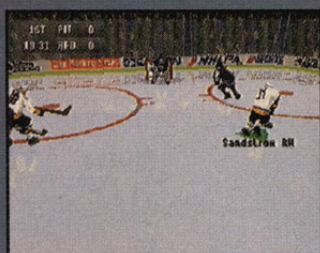
Powerplay '96 still holds the Saturn cup for graphics. Unlike the PlayStation version, NHL's visuals suffer from a fuzziness that interferes with the well-detailed polygonal players. It's still a solid outing, but details like the underwhelming rinks could have been done better.

A clear announcer calls the penalties and goals, and good organ music keeps the energy levels high. The on-ice sound effects work fine but lack inspiration.

Powerplay's strategy and strong graphics have a lot of appeal; renting both it and NHL to make your own call is a fine idea. But NHL's gripping gameplay and excellent features will win the hearts of most Saturn hockey fans. **G**

NHL '97 by EA Sports			
Graphics	Sound	Control	Fun Factor
4.0	4.0	4.0	4.5
\$59.95		9 views	
Available now		Challenge: Adjustable	
Hockey		Replay value: High	
8 players (with adapter)		ESRB rating: Kids to Adults	

NHL '97 Tips



PROTIP: When you have two men on a breakaway, use one-timer passing to bounce the puck around until the goalie panics and leaves an opening.



PROTIP: On defense, don't focus all your attention on taking out the man in the middle—often the CPU will pass out to either side for a deadly one-timer.



NBA Hangtime

By Air Hendrix

Genesis

If you haven't Jammed in a while, NBA Hangtime hits the court with fresh features that'll addict you all over again.

The benches are loaded with a large selection of top NBA players (excluding a few superstars like Shaq), so you can choose your squad from five-man rosters. Beyond the usual turbo, dunk, pass, shove, and steal moves, you'll also find rowdy moves like double dunks, alley-oops, spins, and fadeaways.

NBA Hangtime By Midway Home Entertainment			
Graphics	Sound	Control	Fun Factor
4.0	2.5	4.0	4.0
Price not available		Side view	
24 megs		Challenge: Adjustable	
Available now		Replay value: High	
Fantasy basketball		ESRB rating: Kids to Adults	
4 players			

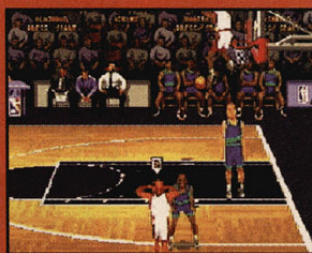
The excellent create-a-player option lets you put your name in lights, while the responsive, undemanding controls stand by your side throughout.

As far as graphics go, colorful, realistic sprites and

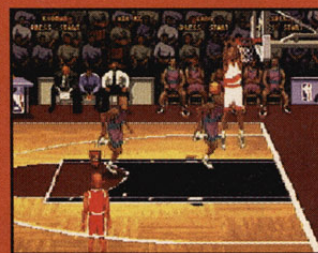
courts deliver snazzy hoops action. The sounds, however, fall flat on their face with a lousy announcer and flat on-court effects.

Hangtime's gameplay doesn't deviate from the clichéd Jam formula, so if you're looking for real-life hoops, NBA Live '97 holds top honors. However, Hangtime's formula is unquestionably a blast, supplying enough cool features to deserve some game time. **G**

NBA Hangtime Tips



PROTIP: Listen for the announcer to call "Raises up..." so you know when to pass to your teammate for an alley-oop or double dunk.



PROTIP: If you have an open man along the side, dish out of the dunk and go for the three-pointer.

SPORTS INSIDER PREVIEWS



NBA Shoot Out '97

PlayStation

By Johnny Ballgame



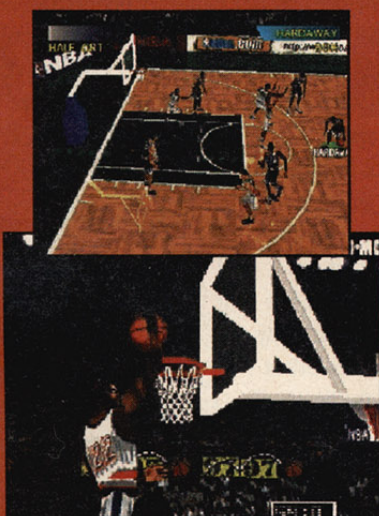
Developed and published
by Sony
Available March

50% COMPLETE



Last season's MVP returns to the hoop-it-up hardwood, hoping to reclaim the title of best all-around basketball game from this year's early front-running sensation, Live '97.

Dexes & Dunks



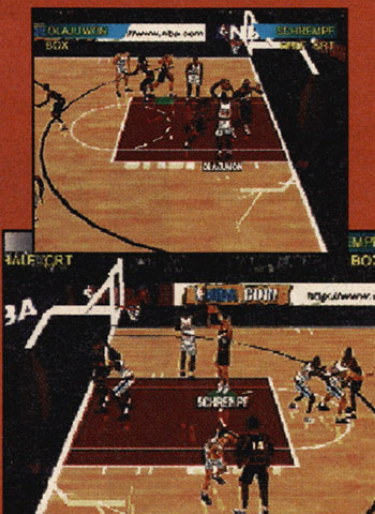
New this year, players can now dribble the ball behind their backs and between their legs. You can burst by defenders using turbo, then fly through the air and deliver a bullet jump-pass to Penny, cutting to the hole for two the Hard-away. There are seven types of dunks, including alley-oops and windmills, as well as authentic NBA plays like the Box, Inside Triangle, and Hi-Lo Post. You can call for a double team, crash the boards, and set your defense to a full- or half-court press. Topping it all off is icon passing, which Sony hopes will revolutionize the hoops dish game the same way it did for hockey in Faceoff '97.



NBA SHOOT OUT '97



Features



The second round of Sony's top-notch hoopfest, Shoot Out '97 scores with a bench full of features that'll elate even the most diehard basketball fan. All 29 NBA teams are selectable, and the game includes all the new uniforms and up-to-date rosters. Ballers can trade and create players, sign free agents, and play in a multitude of modes from Exhibition games to Full Season and the NBA Finals. There are also individual player stats, league leaders, season awards, seven camera angles, and three difficulty levels.

SPORTS INSIDER PREVIEWS



FIFA Soccer '97

Nintendo 64

By Air Hendrix



With such an auspicious lineage of topnotch soccer action behind it, FIFA's sure to provide welcome relief to sports-starved N64 gamers.



Developed and published
by EA Sports
Available March

50% COMPLETE

Graphics & Sounds

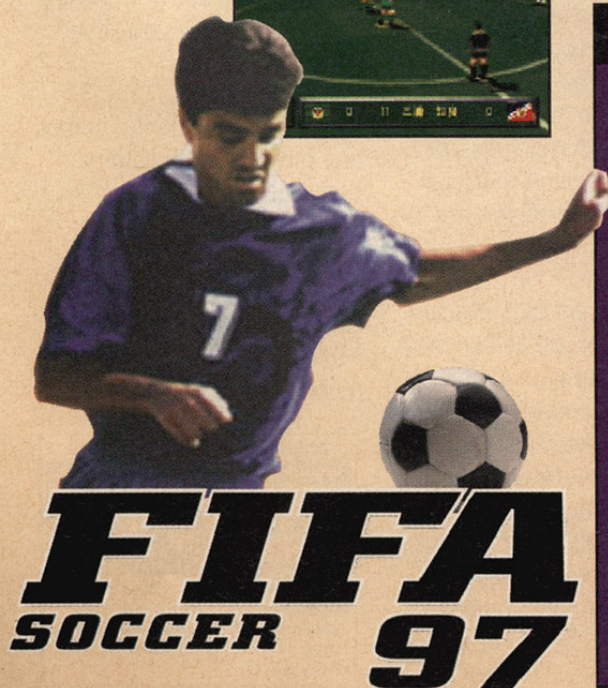


Even though all these pix are from the Japanese version of FIFA, the graphics already seem headed for a solid outing. EA plans to tune the overall visual look to more closely match the customary FIFA look in the U.S., and every player will wear a color-correct, real-life uniform. As for sounds, the N64 doesn't support all the rich play-by-play and crowd noise that you'll find on CD versions of the game, but EA says that using onscreen text to announce player names will enable the game to be as current as possible in assembling the rosters.

Features



FIFA's primed for "football" fury. Up to four players can hit the field with more than 200 FIFA-licensed teams in three outdoor stadiums. The usual array of strategy options enables you to run formations from the sweeper to all-out offense, though there's no word yet on whether indoor action will make this version. On the control side, strikers can bust out rainbow kicks, bicycle kicks, headers, diving headers, several tackles, and flying volleys. FIFA supports both the directional pad and the joystick, but EA reports that the stick will provide finer control over player momentum and aftertouch on the ball.



ROLE-PLAYER'S REALM

THE MONTHLY GUIDE TO THE WORLD OF ROLE-PLAYING GAMES • FEBRUARY '97



DRAGON FORCE

By Sir Scary Larry

Hankerin' for some strategy-oriented role-playing that involves conquering kingdoms, directing armies, and forging alliances? Dragon Force delivers that and more, making it the funniest, most entertaining RPG for the Saturn to date.

It Takes a Pillage

Dragon Force has a lot to live up to, coming from Working Designs, the company that brought us Lunar, Lunar II, and Iron Storm. The game is filled with the usual WD irreverent humor (characters ask you if your troop has drug testing) and fast, almost arcade-style gameplay. But don't underestimate Dragon Force: It's still a complex, detail-oriented RPG.

You control one of eight kingdoms in the land of Leg-



PROTIP: Retreating can work significantly to your advantage. If you wipe out an enemy's troops, then are challenged to a duel, you're given the option to retreat. If you're low on health, retreat, then send a more powerful general to clean up.

endra that are warring with an evil, ancient god Madruk. You manage your kingdoms by appointing generals, who govern armies of diverse warriors such as mages, archers, and beasts. During the course of the battles you also capture other generals who may or may not be persuaded to join your cause.



PROTIP: A good battle tactic is to choose *Offense*, then *Advance*. This leaves some warriors guarding your general. If your opponent wipes out the advancing troops, choose *Melee* and send in the remaining guards.



PROTIP: The way you apportion Awards makes a difference to your army's morale, and thus to their strength. A high-level cavalry, for instance, may be at Level Three—the award takes them up a level, making them significantly more powerful.



PROTIP: Always Search when you storm a new castle. Often you'll find thieves, items, and artifacts. After searching, Fortify the castle to prevent takeover by weak monarchies.

Creeping With The Enemy

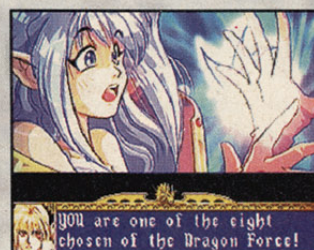
The action takes place in two venues—in a hokey overhead map à la Ogre Battle, where you have to watch as your army slowly marches from castle to castle, and in a side-view battle scene, where you strategically direct troops in the art of war and are able to advance, retreat, surround foes, wait, or rush the enemy.

While the menus are fairly easy to use, you'll hit a few snags trying to figure out functions like Awards, Appointments, Assigning Captives, and so on. A thorough read of the manual is a must.

Medieval Graphics

The graphics are the weak spot. Ranging from stiff and unimaginative in the map mode, to chunky and pixelated in the fighting scenes. The only exceptions are the fantastic, anime-style cut scenes.

The game's music is a joy with heroic marches and enchanting, hypnotic snippets throughout. The sound effects



PROTIP: A good choice for starting out is Palemoon Kingdom. If you progress west, you'll eventually join forces with Wein, the ruler of Highland, and before you know it, you'll be managing dozens of castles.



PROTIP: Always pay attention to the Level Meter of your opponents. A Level Three army often lurks innocently amidst the Level One armies.

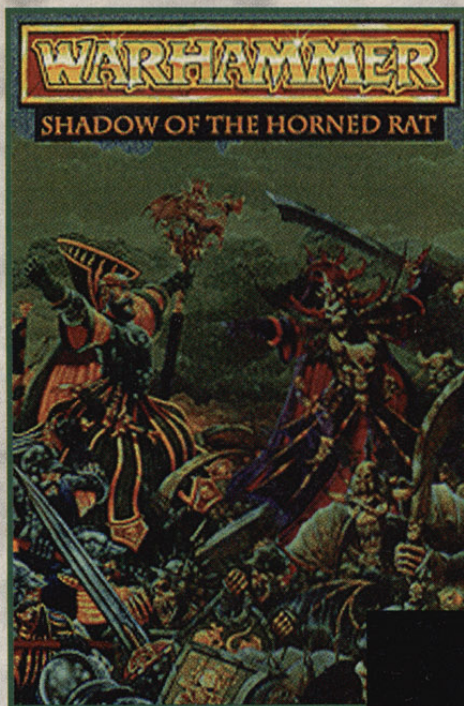
are adequate, but what's really missing are some voice-overs.

Use the Force

With its combination of humor and melee-rich, bloodthirsty battles (kind of like Braveheart for the Saturn), you'll find yourself forgiving the poor graphics and caring more about the strategy in Dragon Force. As far as RPGs go, it's a Force to be reckoned with. **G**

Dragon Force by Working Designs			
Graphics	Sound	Control	Fun Factor
 3.5	 4.0	 4.0	 4.5
Price not available		Challenge: Advanced	
Available now		Replay value: High	
Strategy/RPG		ESRB rating: Kids to Adults	
1 player			
Multiple view			

ROLE-PLAYER'S REALM



By Art Angel

A mediocre title for the PC a year ago, Warhammer: Shadow of the Horned Rat retains its mediocrity on the PlayStation. Extreme intellectual complexity and slow action take the thunder out of Warhammer for all but the most strategy-minded gamers.

War Weary

In this long, drawn-out game, you play as the commander of a mercenary army who becomes aware of a plot to disrupt the kingdom. You methodically complete 40 missions, accumulating wealth, experience, weapons, spells, and skilled lieutenants as you go. Each mission, however, becomes a bit monotonous because you have to wait until an outcome is reached between your troops and various groups of enemies.

While you can implement commands, such as spells and morale boosters, to bolster your army's strength in battles, Warhammer remains a game of probability.

Adding to the monotony is the need to have the manual open while you're playing, until you master such aspects of gameplay as identifying command and function icons for faster, successful campaigns. While the information in the manual is very clear, the game would have been better served if more of the manual's info was incorporated into the gameplay.

Moreover, the controls are sometimes frustrating, especially during battles when tension is high, but the button commands are unresponsive.

The Sights and Sounds of War

Graphically, Warhammer is above average. Although the sprites look jumbled together at default settings, they're sharp and clear when the camera zooms in during gameplay.

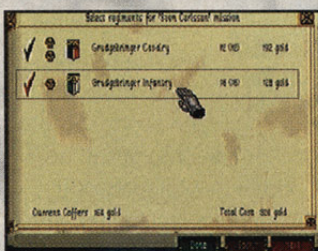
Backgrounds are also generally impressive. However, problems crop up in battle—you won't know who the victor is or how many troops are left until the winning army leaves the battlefield.

The sound serves the game well with grunts, groans, and moans across the battlefields creating the right wartime ambience. While voice effects for the animated sequences are out of sync, they do add to the depth of the characters.

Warhammer will fill the time between highly anticipated RPGs for the PlayStation. If you like strategy/RPGs, then rent Warhammer first. If you don't, Final Fantasy VII is just around the corner. **G**



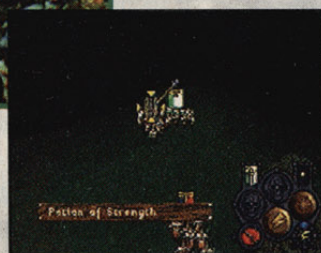
PROTIP: Don't retreat outside the black border, or eventually the mission will fail and you'll have to start over.



PROTIP: To help gauge the enemy's strength and speed, send weaker troops into battle ahead of your stronger troops.



PROTIP: After each mission, replenish your forces by hiring more men so you're at full strength when you're surprised by monsters.



PROTIP: Search battlefields thoroughly because you might find some magical surprises.



PROTIP: At the beginning of missions, send out some troops with the A.I. switch on. If they encounter enemies while you're attending to other business, they'll automatically attack.



PROTIP: To increase your chances of successfully charging enemies, use the Training Ground to hone your skills at setting battle formations.



PROTIP: In the Sven Carlsson mission, look for a surprise along the northwest wall of the tower in the northernmost corner.

Warhammer: Shadow of the Horned Rat By SSI			
Graphics	Sound	Control	Fun Factor
			
3.5	3.5	3.0	3.5
Price not available Available now Strategy/RPG 1 player Overhead view		Challenge: Advanced Replay value: Medium ESRB rating: Kids to Adults	

ROLE-PLAYER'S REALM

By Art Angel

Already a huge hit in Japan, *Revelations: Persona* makes a stellar U.S. debut on the PlayStation. Based on Japan's popular *Megami Tensei* series, RP is perhaps even better than the current top PlayStation RPG, *Suikoden*, and may even challenge the upcoming *Final Fantasy VII* as the season's best RPG.

PlayStation

Powerful Personas

Set in modern-day Tokyo, RP takes you on an incredible journey through different dimensions to fight demons with swords, guns, and magical abilities called personas. You start the game as a normal teenager, but as you adopt personas during gameplay, you get supernatural powers. The immense story line has many plot twists, more than 300 monsters, and several possible endings, making this a game with great replay value.

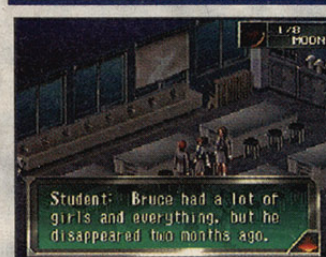
The controls also make this an excellent game. First, maneuvering from one place to another is easy and quick, thanks to an efficient Wizardry-style interface. Next, the game really moves along because information is laid out clearly, so you can quickly gauge the enemy's strength. Finally, the controls enable you to experiment with a variety of personas, a fun prospect when you're able to turn into different monsters.

Revealing Revelations

The graphics are superb, both during gameplay and in the full-motion video (FMV) scenes. The walls are eerily shaded to give a sense of uneasiness as you search dark corridors. During the $\frac{3}{4}$ -overhead view



PROTIP: Save Mary's devastating personas for moments when you're desperate for an offensive boost.



PROTIP: In the beginning of the game, search the classrooms for clues and items.



PROTIP: In Avidia World, go visit Igor and be sure to have your spell cards ready. He'll negotiate deals with demons so you can get new personas.



PROTIP: If you're in dire need of health, avoid additional encounters and search for Kelly, the water nymph who can rejuvenate you with her fountain.



PROTIP: Position Nate so he takes on the largest foe. His sword attacks are lethal.



PROTIP: To maximize your firepower, keep missile-carrying characters in the back of your battle formation.



PROTIP: Save at the Augustus Tree as often as you can. You never know what's around the corner, especially if you're in another dimension.

battles, you won't see the pixelation often found in other RPGs like *Suikoden*. Best of all, check out the holographic special effects when you use magic.

Although the game has more text than audio, the sound almost

matches the graphics in quality. You'll hear signature battle calls for each character during a melee. While a voice-over during the FMV intro would have added more mystery, the music and special effects during gameplay and the cut scenes are still excellent.

If you aren't familiar with the *Revelations* series, this is the perfect chance to jump into a deep, exciting new experience. For those role-playing gamers who know what *Revelations* is all about, enjoy this game, and start looking forward to the sequels that are in the works. **G**

Revelations: Persona by Atlus			
Graphics	Sound	Control	Fun Factor
4.5	4.0	4.5	4.5
Challenge: Intermediate			
Available now			
Replay value: High			
ESRB rating: Kids to Adults			
1 player			

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MORTAL KOMBAT TRILOGY

PlayStation
and Nintendo 64

Get ready for the biggest Kombat yet, as old Mortal favorites are pitted against the new breed of MK fighters. We break down the MK and MKII cast and show how to perform their special moves and finishing moves; and we toss in some devastating kombos.

By Bruised Lee

Finish Him!

Babalities and Friendships

To perform the Babality and Friendship finishing moves, don't use the Block button on the deciding round. You can be anywhere onscreen when doing a Babality.

Animalities

To perform the Animality finishing moves, you must be on the third round and perform a Mercy. To execute a Mercy, you must be a half-screen's distance away from your opponent. Press and hold Run and tap ↓, ↓, ↓, then release Run.

Stage Fatalities

To do a Stage Fatality, you must be in close to your opponent. To knock an opponent into the original pit from Mortal Kombat, just do an uppercut.

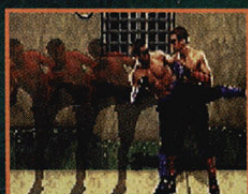
SPECIAL MOVES

Shadow Kick



Tap ←, ←, →, LK

Red Shadow Kick



Tap ←, ←, →, HK
N64 version: Tap ←, ←, →, LK

Johnny Cage



Shadow Uppercut



Motion ← ↓ ↙ HP

Fireball



Motion ← ↙ ↓ ↘ LP

High Fireball



Motion → ↘ ↓ ↙ HK

KILLER KOMBOS

Four-Hit Standing Kombo



Tap LK



Tap LK



Tap HK



Tap (↓ LK)

Six-Hit Juggle Kombo



Tap HP



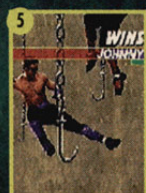
Tap HP



Tap LP



Tap (↓ LP)



Tap (↗ HK)



Tap ←, ←, →, LK

Note: The PlayStation version has Motaro, Kintaro, Shao Kahn, and Goro as part of the regular lineup, along with Kano and Rayden from the first MK game, and Jax and Kung Lao from MK II.

Finishing Moves

Decap

When in close, tap ↓, ↓, →, →, LP

Backbreaker

When in close, tap ↓, ↓, →, →, LK

Brutality

Tap HP, HP, HP, LP, LP, BL, HK, HK, LK, LK, BL

Stage Fatality

Tap ↓, ←, →, →, BL

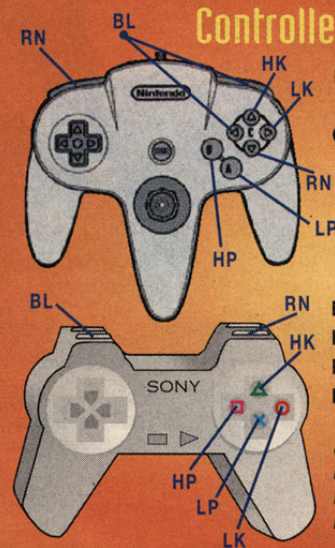
Animality

From sweep distance, hold BL, tap ↓, →, →, HK

Friendship

Tap ↓, ↓, ↓, ↓, HK

Controller Legend



Motion = Move the joystick in one smooth, continuous motion.

Charge = Hold the direction or button indicated for the time indicated.

() = Execute commands in parentheses simultaneously.

Tap = Tap the directions indicated in sequence

BL = Block
HK = High Kick
HP = High Punch
LK = Low Kick
LP = Low Punch
RN = Run
→ = Toward
← = Away

Special Note: All techniques are described under the assumption your character is facing to the right. If they're facing left, reverse any Toward and Away commands.

SPECIAL STRATEGY SECTION: MORTAL KOMBAT TRILOGY

SPECIAL MOVES

Black Orb



Tap ↓, →, LP

Shadow Throw



Tap →, →, HP

Teleport Throw



Tap ↓, ↑

Noob Saibot



Finishing Moves

Orb Spin

From sweep distance, tap ←, ←, →, →, HK

Teleport Kill

When in close, tap ↓, ↓, ↑, RN

Brutality

Tap HP, LK, LP, BL, LK, HK, HP, LP, BL, LK, HK

Stage Fatality

Tap →, ↓, →, BL

Animality

Tap ←, →, ←, →, HK

Friendship

From a full-screen's distance away, tap →, →, ←, HP

Babality

Tap →, →, →, LP

KILLER KOMBOS

Four-Hit Standing Kombo



Tap LK



Tap LK



Tap LK



Tap LK

Six-Hit Juggle Kombo



Tap HP



Tap HP



Tap LP



Tap HK



Tap ↓, ↑



Tap (↓ HP)

Baraka

SPECIAL MOVES

Blade Spin



Tap →, ↓, →, BL

Blade Spark



Tap ↓, ←, HP

Blade Fury



Tap ←, ←, ←, LP

Blade Swipe



Tap (← HP)



Finishing Moves

Blade Lift

When in close, tap ←, →, ↓, →, LP

Decap

When in close, hold BL, tap ←, ←, release BL, tap (← HP)

Brutality

Tap HP, HP, HP, LP, LP, BL, HK, HK, LK, LK, BL

Stage Fatality

Tap LK, RN, RN, RN, RN

Animality

When in close, hold HP, tap →, ←, ↓, →

Friendship

When in close, tap ↓, →, →, HK

Babality

Tap →, →, →, HK

KILLER KOMBOS

Five-Hit Jump-In Kombo



Jump in deep, tap HP



Tap HK



Tap HK



Tap LK



Tap (← HK)

Five-Hit Corner Kombo



Tap HP



Tap HP



Tap (← HP)



Tap (→ HP)



Tap ←, ←, ←, LP

SPECIAL STRATEGY SECTION: MORTAL KOMBAT TRILOGY

Rain



SPECIAL MOVES

Fireball



Tap ↓, →, HP

Lightning



Tap ←, ←, HP

Super Roundhouse



Tap (← HK)

Finishing Moves

Uppercut

When in close, tap →, →, ↓, HP

Lightning Storm

Tap ↓, ↓, ←, →, HK

Animality

When in close, tap BL, BL, RN, RN, BL

Friendship

When in close, tap →, →, →, LP

Babality

Tap →, ←, ←, HP

KILLER KOMBOS

Five-Hit Standing Kombo



Tap HK



Tap HK



Tap LK



Tap HK



Tap (← HK)

Brutality

Tap HP, HP, BL, LK, HK, BL, HP, LP

Stage Fatality

Tap →, ↓, →, LP

Eight-Hit Juggle Kombo



Tap HK



Tap HK



Tap LK



Tap HK



Tap (← HK)



Tap HP



Tap HP



Tap (← HK)

KILLER KOMBOS

Four-Hit Standing Kombo



Tap HK



Tap HK



Tap LK



Tap (← HK)

Seven-Hit Juggle Kombo



Tap ↓, ←, LP



Tap HP



Tap HP



Tap LP



Tap LP



Tap (↗ HK)



Tap ←, ←, →



Rayden

Finishing Moves

Electrocute

When in close, charge LK for three seconds, release LK, tap (BL LK)

Uppercut Smash

When in close, charge HP for three seconds, release HP

Brutality

Tap HP, HP, LK, LK, LK, HK, LP, LP, LP, BL, BL

Stage Fatality

Tap ↓, ↓, ↓, HP

Animality

Tap ↓, →, ↓, HK

Friendship

Tap ↓, ←, →, HK

Babality

Tap ↓, ↓, →, HK

SPECIAL MOVES

Shock



Charge HP for three seconds, release HP

Torpedo



Tap ←, ←, →

Note: This move can be done in the air.

Lightning



Tap ↓, →, LP

Reverse Lightning



Tap ↓, ←, LP

Teleport



Tap ↓, ↑

SPECIAL STRATEGY SECTION: MORTAL KOMBAT TRILOGY

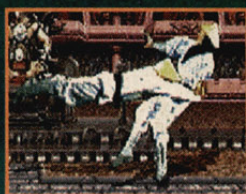
SPECIAL MOVES

Lightning



Tap ↓, →, LP

Torpedo

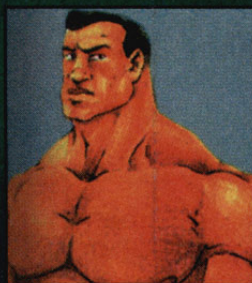


Tap ←, ←, →

Teleport



Tap ↓, ↑



Jax
(Mortal Kombat II)
PlayStation

Finishing Moves

Head Clap

When in close, hold LP, tap →, →, →, release LP

Arm Rip

From sweep distance, tap BL, BL, BL, BL, LP

Brutality

Tap HP, HP, BL, HK, LP, LP, HP, BL, HK, HK, HP

Stage Fatality

Tap ↑, ↑, ↓, LK

Friendship

Tap ↓, ↓, ↑, ↑, LK

Babality

Tap ↓, ↑, ↓, ↑, LK

(Mortal Kombat)

Rayden

PlayStation

Finishing Moves

Explode

When in close, tap →, ←, ←, ←, HP

Brutality

Tap HP, HP, HP, HP, BL, HK, HK, LP, HP, HP, HP

Six-Hit Corner Kombo



Tap HP



Tap (↓ LP)



Tap (↓ LP)



Tap (↓ LP)



Tap (↗ HK)



Tap ←, ←, →

KILLER KOMBOS

Four-Hit Jump-In Kombo



Jump in deep, tap HP



Tap HK



Tap (← HK)



Tap (← HK)

SPECIAL MOVES

Ground Smash



Charge LK for three seconds, release LK

Quad Throw



Tap (→ LP), HP, HP, HP

Grab and Punch



Tap →, →, LP, LP

Backbreaker



During jump with opponent, tap BL

Energy Wave



Tap →, ↓, →, HK

Air Wave



During jump, tap ↑, →, HK

KILLER KOMBOS

Six-Hit Standing Kombo



Tap LK



Tap LK



Tap LK



Tap HK



Tap LK



Tap (← HK)

Six-Hit Jump-In Kombo



Jump in deep, tap HP



Tap HP



Tap HP



Tap HP



Tap LP



Tap (← HK)

Kano (Mortal Kombat)

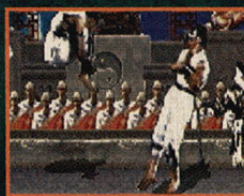
PlayStation

Knife Throw



Hold BL, tap ←, →

Ball



Hold BL, then from ←, motion 360 degrees, release BL

Knife Spin



Tap ←, →, HP

SPECIAL MOVES

KILLER KOMBOS

Four-Hit Standing Kombo



Tap LK



Tap LK



Tap HK



Tap (→ HK)

Five-Hit Jump-In Kombo



Jump in deep, tap HP



Tap HP



Tap HP



Tap HP



Tap HP

Finishing Moves

Heart Rip

When in close, tap ←, ↓, →, LK

Brutality

Tap HP, HP, BL, HK, HK, LK, HK, HP, HP, LP, HP

MORTAL KOMBAT
TRILOGY

(Mortal Kombat II)

Kung Lao

PlayStation



SPECIAL MOVES

Hat Throw



Tap ←, →, LP

Teleport



Tap ↓, ↑

Dive Attack



At the peak of a jump, tap (↓ HK)

Torpedo



Tap ←, ←, →

Finishing Moves

Slice

From outside sweep distance, tap →, →, →, LK

Hat Toss

From a full-screen's distance away, hold LP, tap ←, ←, →, release LP

Brutality

Tap HP, LP, HK, HK, LP, LP, LP, LK, LK, BL, HP

Stage Fatality

Tap →, →, →, HP

Friendship

Tap ←, ←, ←, ↓, HK

Babality

Tap ←, ←, →, →, HK

Five-Hit Standing Kombo



Tap LK



Tap LK



Tap HK



Tap HK



Tap (← HK)

Six-Hit Juggle Kombo



Jump in deep, tap HP



Tap HP



Tap LP



Tap (↓ LP)



Tap (↗ HK)



Tap ←, ←, →

SPECIAL STRATEGY SECTION: MORTAL KOMBAT TRILOGY

Goro

Special Moves

Grab and Pound

Tap →, →, HP

Hand Spin

Tap ←, ←, →, HK

Fireball

Tap ←, ←, ←, LP

Taunt

Tap ↓, ↓, LK

Kintaro

Special Moves

Teleport Stomp

Tap ↓, ↑

Fireball

Tap ←, ←, →, HP

Grab and Pound

Tap →, →, HP

Taunt

Tap ↓, ↓, LK

Motaro

Special Moves

Fireball

Tap →, ↓, ←, HP

Grab and Punch

Tap →, →, HP

Teleport

Tap ↓, ↑

Shao Kahn

Special Moves

Fireball

Tap ←, ←, →, LP

Slam

Tap ↓, →, LP

Hammer

Tap ←, →, HP

Throw

Tap →, →, LP

Upward Slam

Tap ↓, →, HP

Laugh

Tap ↓, ↓, HK

Taunt

Tap ↓, ↓, LK

Scorpion

Special Moves

Scorpion Spear

Tap ←, ←, LP

Teleport Punch*

Motion ↓ ↙ ← HP

*Move can be done in the air.

Forward Teleport Punch*

Motion ↓ ↘ → HP

*Move can be done in the air.

PlayStation

Air Throw

During jump with opponent, tap BL

Finishing Moves

Hell Fire

From jump distance, tap ↓, ↓, ↓, ↑, HK

Hell Grab

From outside sweep distance, tap →, →, ←, LP

Scorpion Pack Attack

When in close, tap →, →, ↓, ↑, RN

Brutality

Tap HP, HP, BL, HK, HK, LK, HK, HP, HP, LP, HP

Stage Fatality

Tap →, ↑, ↑, LP

Animality

When in close, tap →, ↑, ↑, HK

Friendship

When in close, tap ←, →, →, ←, LK

Babality

Tap ↓, ←, ←, →, HP

Kitana

Special Moves

Fan Toss*

Tap →, →, (HP LP)

*Move can be done in the air.

Fan Lift

Tap ←, ←, HP

Flying Punch

Motion ↓ ↙ ← HP

Finishing Moves

Kiss of Death

When in close, tap RN, RN, BL, BL, LK

Fan Decap

When in close, tap ←, ↓, →, →, HK

Brutality

Tap HP, HP, BL, HK, BL, LK, BL, HP, BL, HP, BL

Stage Fatality

Tap →, ↓, ↓, LK

Animality

When in close, tap ↓, ↓, ↓, RN

Friendship

Tap ↓, ←, →, →, LP

Babality

Tap →, →, ↓, →, HK

Jade

Special Moves

Projectile Invincibility

Tap →, ←, HK

PlayStation

PlayStation

PlayStation

Boomerang

Tap ←, →, LP

High Boomerang

Tap ←, →, HP

Low Boomerang

Tap ←, →, LK

Returning Boomerang

Tap ←, ←, →, LP

Glowing Kick

Motion ↓ ↘ → LK

Finishing Moves

Stick Skinner

When in close, tap ↑, ↑, ↓, →, HP

Stick Impale

When in close, tap RN, RN, RN, BL, RN

Brutality

Tap HP, LK, HP, LP, HK, HK, LK, BL, BL, HP, HK

Stage Fatality

Tap ←, →, ↓, RN

Animality

When in close, tap →, ↓, →, →, LK

Friendship

Tap ←, ↓, ←, ←, HK

Babality

Tap ↓, ↓, →, ↓, HK

Reptile

Special Moves

Acid Spit

Tap →, →, HP

Slide

Tap (← LP BL LK)

Invisibility

Tap ↑, ↑, ↓, HP

Elbow Smash

Tap ←, →, LK

Slow Power Ball

Tap ←, ←, (HP LP)

Fast Power Ball

Tap →, →, (HP LP)

Finishing Moves

Tongue Lash

From jump distance, tap ←, →, ↓, BL

Acid Bath

From sweep distance, tap →, →, ↑, ↑, HK

Brutality

Tap HP, BL, HK, HK, BL, HP, LP, LK, LK, BL, LP

Stage Fatality

Tap BL, RN, BL, BL

Animality

When in close, tap ↓, ↓, ↓, ↑, HK

Friendship

When in close, tap ↓, →, →, ←, HK

Babality

Tap →, →, ←, ↓, LK

Mileena

Special Moves

Sai Throw

Charge HP for two seconds, release HP

Teleport Kick

Tap →, →, LK

Ground Ball Roll

Tap →, →, ↓, HK

Finishing Moves

Man-Eater

When in close, tap ↓, →, ↓, →, LP

Nail Spit

From far away, tap ←, ←, ←, →, LK

Brutality

Tap HP, LP, LP, HP, BL, HK, LK, HK, BL, HP, LP

Stage Fatality

Tap ↓, ↓, ↓, LP

Animality

When in close, tap →, ↓, ↓, →, LK

Friendship

Tap ↓, ↓, ←, →, HP

Babality

Tap ↓, ↓, →, →, HP

Classic Sub-Zero

Special Moves

Slide

Tap (← LP BL LK)

Ice Blast

Motion ↓ ↘ → LP

Ground Ice

Motion ↓ ↙ ← LK

Finishing Moves

Blackout

When in close, tap ↓, ↓, ↓, →, HP

Ice Spike

When in close, tap ↓, →, →, →, HP

Brutality

Tap HP, LP, HP, BL, LK, LK, HK, HK, LP, HP, LP

Stage Fatality

Tap →, ↓, →, →, HP

Animality

When in close, tap ←, ←, →, ↓, LP

Friendship

Tap ↓, ←, ←, →, LK

Babality

Tap ↓, ←, ←, HK

Ermac

Special Moves

Telekinetic Lift

Tap →, ↓, →, HK

Glowing Ball

Motion ↓ ↙ ← LP

Teleport Punch*

Motion ↓ ↙ ← HP

*Move can be done in the air.

Finishing Moves

Decap Uppercut

When in close, tap RN, BL, RN, RN, HK

Telekinesis Explode

From sweep distance, tap ↓, ↑, ↓, ↓, ↓, BL

Brutality

Tap HP, HP, LP, BL, HK, LK, BL, HP, LP, LK, HK

Stage Fatality

Tap RN, RN, RN, RN, LK

Animality

When in close, tap →, ↓, →, →, LK

Friendship

Tap →, →, →, HP

Babality

Tap ↓, ←, ←, →, HP

Cyrax

Special Moves

Plasma Net

Tap ←, ←, LK

Teleport*

Tap →, ↓, BL

*Move can be done in the air.

Close Bomb

Hold LK, tap ←, ←, HK

Far Bomb

Hold LK, tap →, →, HK

Air Throw*

Tap ↓, →, BL, then when in close, tap (← LP) or (→ LP)

*Opponent must be in the air.

Finishing Moves

Helicopter

From anywhere, tap ↓, ↓, ↑, ↓, HP

Self-Destruct

When in close, tap ↓, ↓, →, ↑, RN

Brutality

Tap HP, HK, HP, HK, HP, HK, HP, HK, LK, LP

Stage Fatality

When in close, tap RN, BL, RN

SPECIAL STRATEGY SECTION: MORTAL KOMBAT TRILOGY

Animality

When in close, tap ↑, ↑, ↓, ↓

Friendship

From anywhere, tap RN, RN, RN, ↑

Babality

From anywhere, tap →, →, ←, HP

Jax

Special Moves

Single Missile

Tap ←, →, HP

Double Missile

Tap →, →, ←, ←, HP

Bionic Rush

Tap →, →, HK

"Gotcha" Grab

Tap →, →, LP

Ground Slam

Charge LK for three seconds, release LK

Backbreaker

During jump with opponent, tap BL

Finishing Moves

Stomp

From far away, tap RN, BL, RN, RN, LK

Scissors

When in close, tap ↑, ↓, →, ↑

Brutality

Tap HP, HP, HP, BL, LP, HP, HP, HP, BL, LP, HP

Stage Fatality

When in close, tap ↓, →, ↓, LP

Animality

Hold LP, tap ↓, ↓, ↓, →, release LP

Friendship

From outside sweep distance, tap LK, RN, RN, LK

Babality

From anywhere, tap ↓, ↓, ↓, LK

Kabal

Special Moves

Fireball*

Tap ←, ←, HP

*Move can be done in the air.

Web Spin

Tap ←, →, LK

Ground Saw

Tap ←, ←, ←, RN

Finishing Moves

Inflation

From a half-screen's distance away, tap ↓, ↓, ←, →, BL

Face of Death

When in close, tap RN, BL, BL, BL, HK

Brutality

Tap HP, BL, LK, LK, LK, HK, LP, LP, LP, HP, LP

Pit Fatality

When in close, tap BL, BL, BL, HK

Animality

When in close, hold HP, tap →, →, ↓, →, release HP

Friendship

From anywhere, tap RN, LK, RN, RN, ↑

Babality

Tap RN, RN, LK

Kano

Special Moves

Vertical Ball

Tap →, ↓, →, HK

Spinning Ball

Charge LK for three seconds, release LK

Blade Toss

Motion ↓ ↙ ← HP

Blade Swipe

Motion ↓ ↘ → HP

Grab and Shake

Motion ← ↙ ↓ ↘ → LP

Air Throw

During jump with opponent, tap BL

Finishing Moves

Skeleton

When in close, hold LP, tap →, ↓, ↓, →, release LP

Eye Beam

From a half-screen's distance away, tap LP, BL, BL, HK

Brutality

Tap HP, LP, BL, LP, HP, BL, HK, LK, BL, HK, LK

Stage Fatality

Tap ↑, ↑, ←, LK

Animality

When in close, hold HP, tap BL, BL, BL, release HP

Friendship

From outside sweep distance, tap LK, LK, RN, RN

Babality

From anywhere, tap →, →, ↓, ↓, LK

Kung Lao

Special Moves

Hat Throw

Tap ←, →, LP

Teleport

Tap ↓, ↑

Spinning Shield

Tap →, ↓, →, RN

Air Diving Kick

While in the air, tap (↓ HK)

Finishing Moves

Death Spin

From far away, tap (RN BL), (RN BL), ↓

Hat Slice

When in close, tap →, →, ←, ↓, HP

Brutality

Tap HP, LP, LK, HK, BL, HP, LP, LK, HK, BL, HP

Stage Fatality

When in close, tap ↓, ↓, →, →, LK

Animality

When in close, tap RN, RN, RN, RN, BL

Friendship

From outside sweep range, tap RN, LP, RN, LK

Babality

Tap ↓, →, →, LK

Liu Kang

Special Moves

High Fireball*

Tap →, →, HP

*Move can be done in the air.

Low Fireball

Tap →, →, LP

Flying Kick

Tap →, →, HK

Bicycle Kick

Charge LK for three seconds, release LK

Finishing Moves

Flame Engulf

From anywhere, tap →, →, ↓, ↓, LK

MK Drop

From anywhere, tap ↑, ↓, ↑, ↑, (RN BL)

Brutality

Tap HP, LP, HP, BL, LK, HK, LK, HK, LP, LP, HP

Stage Fatality

When in close, tap RN, BL, BL, LK

Animality

From sweep distance, tap ↓, ↓, ↑

Friendship

From a full-screen's distance away, tap RN, RN, RN, RN, ↓

Babality

Tap ↓, ↓, ↓, HK

Nightwolf

Special Moves

Arrow Attack

Motion ↓ ↙ ← LP

Hatchet Uppercut

Motion ↓ ↘ → HP

Shadow Charge

Tap →, →, LK

Chest Reflect

Tap ←, ←, HK

Finishing Moves

Lightning Axe

From a half-screen's distance away, tap ←, ←, ↓, HP

Light

When in close, hold BL, tap ↑, ↑, ←, →, release BL, tap BL

Brutality

Tap HP, HP, HK, LK, LK, BL, BL, LP, LP, HP, HK

Stage Fatality

When in close, tap RN, RN, RN, BL

Animality

When in close, tap →, →, ↓, ↓

Friendship

From outside sweep range, tap RN, RN, RN, RN, ↓

Babality

Tap →, ←, →, ←, LP

Sektor

Special Moves

Missile

Tap →, →, LP

Seeking Missile

Tap ↓, ↙, ←, HP

Teleport Uppercut*

Tap →, →, LK

*Move can be done in the air.

Finishing Moves

Compactor

From sweep distance, tap LP, RN, RN, BL

Flamer

From a half-screen's distance away, tap →, →, →, ←, BL

Brutality

Tap HP, HP, BL, BL, HK, HK, LK, LK, LP, LP, HP

Stage Fatality

Tap RN, RN, RN, ↓

Animality

When in close, tap →, →, ↓, ↑

Friendship

From a full-screen's distance away, tap RN, RN, RN, RN, ↓

Babality

Tap ←, ↓, ↓, ↓, HK

Shang Tsung

Special Moves

Fireballs

One Fireball

Tap ←, ←, HP

Two Fireballs

Tap ←, ←, →, HP

Three Fireballs

Tap ←, ←, →, →, HP

Ground Fireball

Tap →, ←, ←, LK

Morphs

Baraka

Tap ↓, ↓, LK

Classic Sub-Zero

Tap BL, BL, RN, RN

Cyrax

Tap BL, BL, BL

Ermac

Tap ↓, ↓, ↑

Goro

Tap ←, ←, ←, LK

Jade

Tap →, →, ↓, ↓, BL

Jax

Tap →, →, (↓ LP)

Johnny Cage

Tap ←, ←, ↓, LP

Kabal

Tap LP, BL, HK

Kano

Tap ←, →, BL

Kintaro

Charge LP for three seconds, release LP

Kitana

Tap →, ↓, →, RN

Kung Lao (MK II)

Tap ←, ↓, ←, HK

Kung Lao

Tap RN, RN, BL, RN

Liu Kang

Starting →, motion 360 degrees

SPECIAL STRATEGY SECTION: MORTAL KOMBAT TRILOGY

Mileena

Tap RN, BL, HK

Nightwolf

Tap ↑, ↑, ↑

Noob Saibot

Tap →, ↓, ↓, ←, HK

Rain

Tap RN, BL, RN

Rayden (MK)

Tap ←, ←, →, RN

Reptile

Tap RN, BL, BL, HK

Scorpion

Tap ↓, ↓, →, LP

Sektor

Tap ↓, →, ←, RN

Shao Kahn

Tap ←, ←, →, HK

Sheeva

Hold LK, tap →, ↓, →, release LK

Sindel

Tap ←, ↓, ←, LK

Sonya

Tap (↓ RN LP BL)

Stryker

Tap →, →, →, HK

Sub-Zero

Tap →, ↓, →, HP

Finishing Moves

Spike

When in close, hold LP, tap ↓, →, →, ↓, release LP

Soul

When in close, hold LP, tap RN, BL, RN, BL, release LP

Brutality

Tap HP, BL, BL, BL, LK, HP, LP, LP, BL, BL, BL

Stage Fatality

Hold BL, tap ↑, ↑, ←, LP

Animality

From sweep distance, hold HP, tap RN, RN, RN, release HP

Friendship

From outside sweep distance, tap LK, LK, RN, RN, ↓

Babality

Tap RN, RN, RN, LK

Sheeva

Special Moves

Teleport Stomp

Tap ↓, ↑

Ground Stomp

Tap ←, ↓, ←, HK

Fireball

Motion ↓ ↘ → HP

Finishing Moves

Skin

When in close, hold HK, tap →, ←, →, →, release HK

Ground Pound

When in close, tap →, ↓, ↓, →, LP

Brutality

Tap HP, LP, BL, LK, HK, BL, HK, LK, BL, LP, HP

Stage Fatality

Tap ↓, →, ↓, →, LP

Animality

When in close, tap RN, BL, BL, BL, BL

Friendship

From a full-screen's distance away, tap →, →, ↓, →, pause, tap HP

Babality

Tap ↓, ↓, ↓, ←, HK

Sindel

Special Moves

Wave Scream

Tap →, →, →, HP

Float

Tap ←, ←, →, HK

Fireball

Tap →, →, LP

Air Fireball

During jump, motion ↓ ↘ → LK

Floating Fireball

While floating, motion ↓ ↘ → LK

Finishing Moves

Death Scream

When in close, tap RN, RN, BL, BL, (RN BL)

Hair Death

From sweep distance, tap RN, RN, BL, RN, BL

Brutality

Tap HP, BL, LK, BL, LK, HK, BL, HK, LK, BL, LP

Stage Fatality

Tap ↓, ↓, ↓, ↓, LP

Animality

From anywhere, hold BL, tap →, →, ↑, HP

Friendship

From a full-screen's distance away, tap RN, RN, RN, RN, ↑

Babality

From anywhere, tap RN, RN, RN, ↑

Sonya

Special Moves

Ring Toss

Motion ↓ ↘ → LP

Flying Punch

Tap →, ←, HP

Rising Bike Kick

Tap ←, ←, ↓, HK

Leg Grab

Tap (↓ LP BL)

Finishing Moves

Kiss of Death

From a half-screen's distance away, hold (BL RN), tap ↑, ↑, ←, ↓, release (BL RN)

Purple Death

From anywhere, tap ←, →, ↓, ↓, RN

Brutality

Tap HP, LK, BL, HP, LK, BL, HP, LP, BL, HK, LK

Stage Fatality

Tap →, →, ↓, HP

Animality

Hold LP, tap ←, →, ↓, →, release LP

Friendship

Tap ←, →, ←, ↓, RN

Babality

Tap ↓, ↓, ↓, →, LK

Stryker

Special Moves

Riot Gun

Tap ←, →, HP

Rushing Throw

Tap →, →, HK

Baton Takedown

Tap →, ←, LP

Low Grenade

Motion ↓ ↘ ← LP

Double Low Grenade

Motion → ↘ ↓ ↘ ← LP

High Grenade

Motion ↓ ↘ ← HP

Double High Grenade

Motion → ↘ ↓ ↘ ← HP

Finishing Moves

Bomb Squad

When in close, tap ↓, →, ↓, →, BL

Tazer Death Gun

From far away, tap →, →, →, LK

Brutality

Tap HP, LP, HK, LK, HP, LP, LK, HK, HP, LP

Pit Fatality

Hold BL, tap →, ↑, (↑ HK)

Animality

From sweep distance, tap RN, RN, RN, RN, BL

Friendship

From outside sweep distance, tap LP, LP, RN, RN, LP

Babality

Tap ↓, →, →, ←, HP

Sub-Zero

Special Moves

Low Ice

Motion ↓ ↘ → LP

Ice Shower

Motion ↓ ↘ → HP

Near Ice Shower

Motion ↓ ↘ → ← HP

Far Ice Shower

Motion ↓ ↘ ← → HP

Ice Clone*

Motion ↓ ↘ ← LP

*Move can be done in the air.

Slide

Tap (← LP BL LK)

Finishing Moves

Ice Breaker

When in close, tap BL, BL, RN, BL, RN

Statue

From sweep distance, tap ←, ←, ↓, ←, RN

Brutality

Tap HP, LK, HK, LP, HP, HK, HK, HP, HP, LP, HP

Stage Fatality

Tap ←, ↓, →, →, HK

Animality

When in close, tap ↑, →, ↑, ↑

Friendship

From outside sweep distance, tap LK, LK, RN, RN, ↑

Babality

Tap ↓, ↓, ←, ←, HK

Smoke

Special Moves

Spear

Tap ←, ←, LP

Teleport Uppercut*

Tap →, →, LK

*Move can be done in the air.

Air Throw

During jump with opponent, tap BL

Invisibility

Hold BL, tap ↑, ↑, RN

Finishing Moves

Oblivion

From a full-screen's distance away, tap ↑, ↑, →, ↓

Open Wide

From sweep distance, hold (RN BL), tap ↓, ↓, →, ↑

Brutality

Tap HP, LK, LK, HK, BL, BL, LP, LP, HP, HP, BL, BL

Stage Fatality

Tap →, →, ↓, LK

Animality

From a half-screen's distance away, tap ↓, →, →, BL

Friendship

From a half-screen's distance away, tap RN, RN, RN, HK

Babality

Tap ↓, ↓, ←, ←, HK

Human Smoke

Special Moves

Smoke Spear

Tap ←, ←, LP

Teleport*

Motion ↓ ↘ ← HP

*Move can be done in the air.

Air Throw

During jump with opponent, tap BL

Finishing Moves

Teleport Decap

From a half-screen's distance away, tap RN, BL, RN, RN, HK

Brutality

Tap HP, HP, BL, LK, HK, HP, HK, HP, HK, LP, LK

Stage Fatality

Tap →, ↑, ↑, LP

Animality

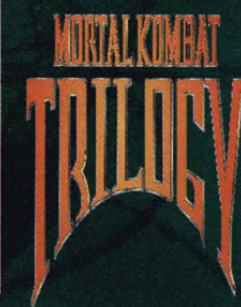
From a half-screen's distance away, tap →, →, →, ←, HK

Friendship

Tap ←, ←, →, RN

Babality

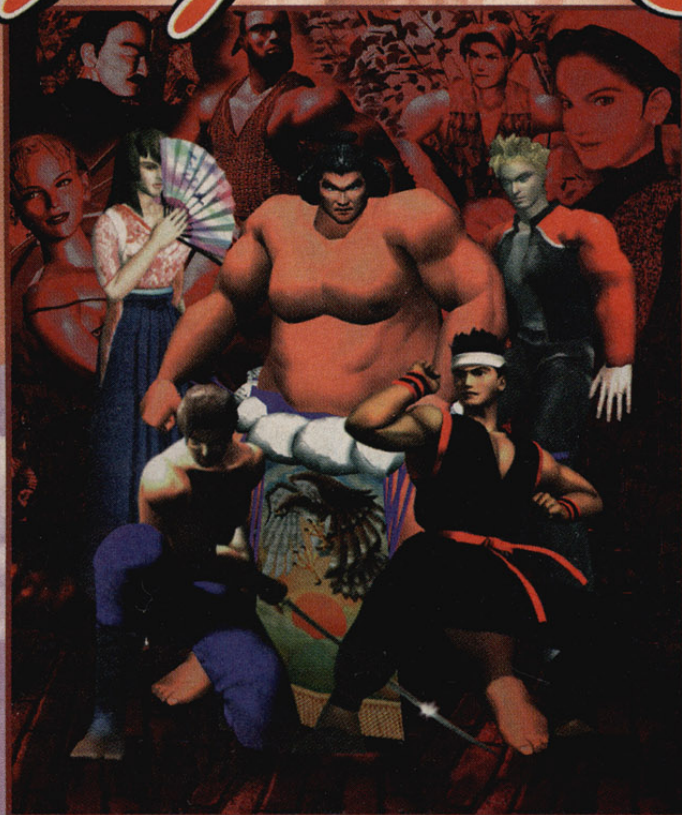
Tap ↓, ←, ←, →, HP



THE FIGHTER'S EDGE

FIGHTING COMBOS & STRATEGIES

Arcade *Virtua* Fighter 3



Virtua Fighter 3 should be hitting the arcades now, and what better way to hit it back than with a complete move list for each fighter! Your VF3 education also includes how to properly use the dodge button during a fight and the different ways to counter an attack from a knocked-down position.

By Bruised Lee

Basic Skills

Here are some basic skills you should know and use during a fight.

Dodge

Players can dodge toward the screen or away from it to avoid incoming moves.

Down Attack

You can perform the following moves while an opponent is on the ground.



Dodge Away

Tap D, or (↑ D)

Dodge Toward

Tap (↓ D)



Quick Down Attack

Tap (↑ P)

Powerful Down Attack

Tap ↓, hold ↑, tap P

Note: You can attack immediately after a dodge.

The Controls



D = Dodge
G = Guard
K = Kick
P = Punch

→ = Toward
← = Away

Charge = Hold the direction indicated for the number of seconds indicated.

Motion = Move the joystick in one smooth, continuous motion.

Tap = Tap the directions indicated in sequence.

() = Execute commands in parentheses simultaneously.

Note: All instructions assume that your character is facing to the right. If they're facing to the left, reverse any Toward and Away commands.

Get Up and Fight

When your fighter is knocked down during a match, there are several ways you can recover offensively and defensively.



Roll Backwards

Hold ←

Roll Forward

Hold →

Roll to the Side

Tap G, G, G

Middle Attack

Tap K, K, K

Low Attack

Hold ↓, tap K, K, K

SPECIAL MOVES

Rimon-Chochu

Tap →, (→ P)

Yakuho-Chochu

Tap →, →, (→ P)

Yoho

Tap ↘, (↘ P)

Moko-Kohazan

Hold ↓, tap (→ P)

Byakko-Soshoda

Tap (K G), G

Renkantai

Tap →, (→ K), K

Tetsuzanko

Tap ←, →, (→ P G)

Kaiko

Tap (→ P G)

Gekiho-Honko

Tap (↓ P G)

Chozan-Honko

Tap ←, (→ P K)

Soka-Hosui

Tap (↘ P K)

Joho-Shosho

Tap ←, (→ P)

Maho-Shoko

Hold ↓, tap (→ P K)

Ryusosiki

Tap (↘ K G)

Akira

Counter Moves

Haiho-Richu

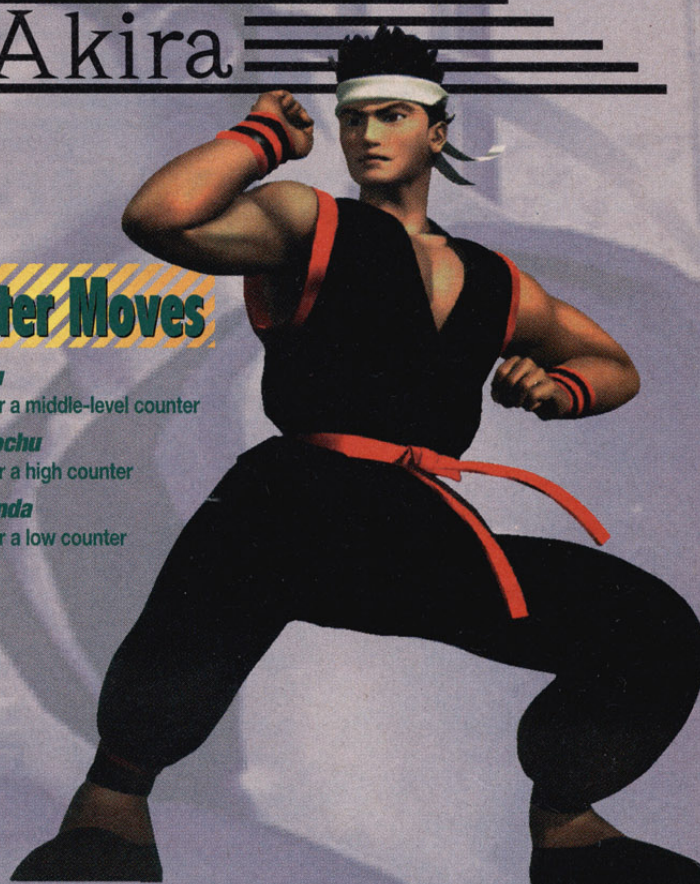
Tap (↘ P K) for a middle-level counter

Gaimon-Chochu

Tap (← P K) for a high counter

Honshin-Tanda

Tap (↓ P K) for a low counter



Throw Moves

Shiha

Tap ↙, (→ P G)

Yoshi-Senrin

Tap ←, (↘ P G)

Daiten-Hosui

Tap ←, (→ P G)

Sinpo-Riko

Tap (↙ P G)

Junho-Honko

Tap ←, (↓ P G)

Daisekkou

Tap (P G)

Shishi-Hogetsu

Tap (↘ P G)

Soka-Ho

On fallen opponent, tap (↘ P)

Throw Moves

Neck Breaker

Tap →, (→ P G)

Lightning Knee

Tap (← P G)



Sarah

SPECIAL MOVES

Snap-Back Knuckle

Tap (↘ P)

Double Kick

Tap (← K)

Tornado Kick

Tap (↗ K G)

Double Spin-Kick

Hold ↓, tap (← K), K

Illusion Kick

Tap (↘ K), K

Step-Around Kick

Tap (→ K G)

Dash Knee

Tap →, (→ K)

Spin Kick

Tap (K G)

Side-Hook Kick

Tap (↙ K G)

Somersault Kick

Tap (↖ K)

Rising Knee

Hold ↓, tap (→ K)

Jack-Knife Kick

Tap (↓ K), K

Double Joint

Tap (→ P), K

Combo Somersault Kick

Tap P, P, P, (↖ K)

Leg Slicer

Tap (↓ K G)

Round Kick

Tap (↑ K G)

Double Thrust-Kick

Tap K, K

Elbow Edge

Tap (→ P), hold ↘, tap P

Dragon Cannon

Tap (↙ K)

Spin Edge Kick

Tap (← K G)

Elbow-Heel Sword

Tap (→ P), (← K)

Low Spin-Kick

Tap (↘ K G)

Double Low-Kick

Hold ↓, tap K, K

Moonsault

Tap (↗ P)

Jacky

SPECIAL MOVES

Double Spin-Knuckle

Tap (← P), P

Beat Knuckle

Tap (P K)

Spinning Kick

Tap (K G)

Lightning Kick

Tap (↓ P), K, K, K, K, K

Spinning Arm-Kick

Tap (← P), K

Elbow Spin-Kick

Tap (→ P), K

Elbow Spin-Kick #2

Tap P, P, (→ P), K

Dash Hammer Kick

Tap →, (→ K)

Side-Hook Kick

Tap (← K)

Middle Spin-Kick

Tap ←, (→ K G)

Somersault Kick

Tap (↖ K)

Slant Back Knuckle

Tap (↙ P)

Leg Slicer

Tap (↓ K G)

Slant Low Spin-Kick

Tap (↙ P), K

Spinning Kick Low

Tap (← P), (↓ K)

Spinning Kicks

Tap (K G), (↓ K G)

Lightning Straight

Tap (↘ P), P, (→ P)

Lightning Hook

Tap (↘ P), P, P, P

Back Knuckle Spin

Tap P, P, (← P), K

Elbow-Knuckle Spin

Tap (→ P), P, K

Knuckle Spin-Kick

Tap K, P, K

Beat and Knuckle Spin

Tap (P K), P, K

Spin Heel Sword

Tap (← K G)

Double Middle Kick

Tap (↘ K), K

Double Punch Knee

Tap P, P, (→ K)

Double Low Kick

Hold ↓, K, K

Knuckle Low Spin

Tap (→ P), P, (↓ K)

Low Spin-Kick

Tap K, (↓ K)

Knuckle Low Spin

Tap K, P, (↓ K)

Throw Move

Knee Strike

Tap →, (← P G)



Throw Moves

Saishu-Hoko

Tap →, (→ P G)

Hato-Shushutai

Tap (P G)

Tenshin-Sokoshu

Motion → ↘ ↓ ↙ ← (P G)

Shichisei-Tenbunchu

Tap (← P G)

Haika-Senten

Tap (↘ P G)

Tozan-Honshakyaku

While crouching, tap (→ P G)

SPECIAL MOVES

Soji-Senpu

Tap (→ P K)

Tainan-Sokoshu

Tap (← P K)

Senshippo

Tap →, (→ P)

Jucho-Sensho

Tap (↑ P K)

Tosentai

Tap (↓ K), (K G)

Katotai

Tap (↑ K), K

Koshu-Teitetsu

Tap (→ K)

Tenshin-Ryoinkyaku

Tap →, (→ K G)

Senkyutai

Tap (↙ K)

Toho-Haisosyu

Tap (↘ P K)

Toho-Soshu

Tap (↓ P K)

Shicchi-Sotai

Tap (↘ K G)

Kosotai

Hold ↓, tap (K G)

Senten-Kukyaku

Tap (↗ K)

Banchu-Renkanshu

Tap (→ P), P

Shippo

While crouching, tap (→ P)

Rensentai

Tap K, K

Fujin-Rentankyaku

Tap →, (→ K), K

Tenshin-Toro-Renkyaku

Tap (← P), P, K

Sinho-Toro-Soshu

Tap ←, (↘ P)

Rensuishu

Tap P, P, (↓ P)

Lion



Pai

Throw Moves

Toshin-Insho

Tap →, (→ P G)

Senpu-Enjin

Tap ←, (→ P G)

Tenchi-Toraku

Tap →, (← P G)

Seien-Kato

Tap ←, (↓ P G)

Hien-Honko

Tap (↘ P G)

Kuretsu-Tenho

Hold ↓, tap (→ P G)

Shunen-Kato

Tap (P G)

Raiin-Nyurin

Tap (→ P G)

Enfu-Rinsho

When opponent is crouching, tap (→ P K G)



Counter Moves

Ensen-Hairyu

Tap (← P K)

Kakyaku-Senten

Tap (↙ P K)

SPECIAL MOVES

Rikensui

Tap (↙ P)

Senchuken

Tap (→ P)

Rensen-Risenkyaku

Tap (↓ K), K

Senpu-Ga

Tap (K G)

Renkan-Kotankyaku

Tap P, P, P, hold →, tap K

Hien-Rekkyaku

Tap (↗ K), K

Renkan-Haitenkyaku

Tap P, P, P, (↖ K)

Renkan-Sokyaku

Tap P, P, P, (↓ K)

Rensenshu

Hold ↓, tap (K G)

Enjin-Renpukyaku

Tap (← K G)

Hien-Dantai

Tap →, (→ P), K

Enburenkyaku

Tap (→ K G)

Jouho-Chusho

Tap (← P)

Ensei-Kosoha

Hold ↓, tap (→ P)

Soka-Rensuishi

Tap (↘ P), P, (→ P)

Soka-Rensuikyaku

Tap (↘ P), P, K

Koen-Haikyaku

Tap K, K

Honshin-Sokyaku

Hold ↓, K, K

SPECIAL MOVES

Shajo-Sho

Hold ↘, tap P

Junho-Chusho

Tap ↘, (↘ P)

Syaka-Sho

Tap (↘ P)

Senpu-Ga

Tap (K G)

Soken-Senputai

Tap P, P, K

Renkan-Tenshinkyaku

Tap P, P, P, K

Kokyaku-Haiten

Tap (↖ K)

Kuko-Kyaku

Tap (↗ K G)

Toku-Kesenyaku

Tap (↗ K)

Renkan-Haitenkyaku

Tap P, P, P, (↖ K)

Tiso-Tai

Tap →, (↓ K)

Ensen-Shu

Hold ↓, tap (K G)

Rekkan-Sokyaku

Tap P, P, P, (↖ K)

Toku-Shasho

Tap (↑ P)

Rekka-Kosenkyaku

Tap (↑ K)

Koryu-Tenshinkyaku

Motion ← ↓ ↘ → (K G)

Enshisho

Tap ←, →, (→ P)

Soko-Reppa

Tap (↘ P K)

Enjin-Senpukyaku

Tap ←, (→ K G)

Tenshin-Risenkyaku

Tap (↓ K), K

Reshu-Senpuga

Tap K, K

Rensen-Sokyaku

Hold ↓, tap K, K

Lau

Throw Moves

Tenshin-Hainsho

Tap ←, (→ P G)

Ryushu-Kato

Tap ←, (↓ P G)

Ryushu-Kato

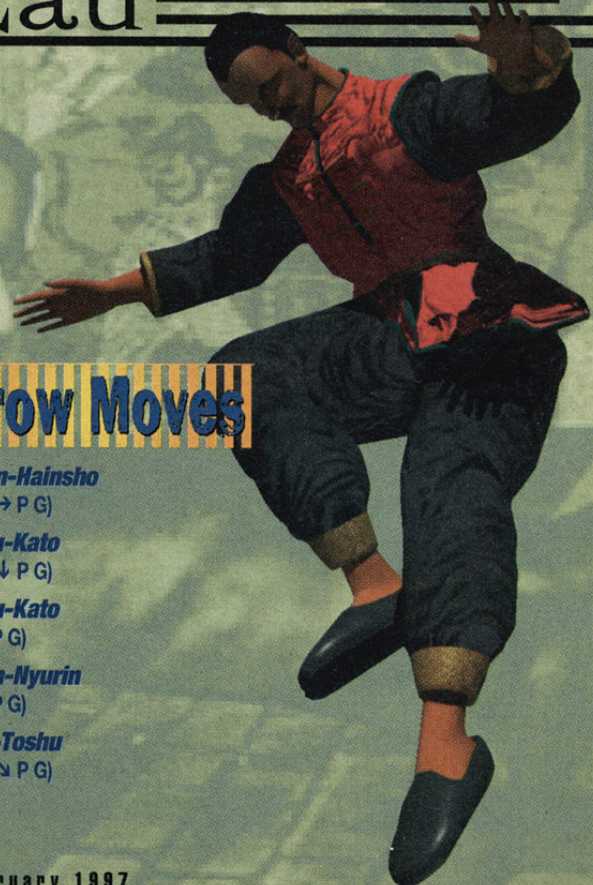
Tap (← P G)

Raishin-Nyurin

Tap (→ P G)

Daichi-Toshu

Tap ↘, (↘ P G)



THE FIGHTER'S EDGE

Wolf

Throw Moves

German Suplex

Tap (P G)

Steiner's Screwdriver

Tap ↘, (↘ P G)

Giant Swing

Motion ← ↙ ↓ ↘ → (P G)

Body Slam

Tap (↘ P G)

Tiger Driver

While crouching, tap (↘ P K G)

Double-Arm Suplex

While crouching, tap (↙ P K G)

Side Suplex

While crouching, tap (↓ P K G)

Frankensteiner

Tap (↗ P G)

Catch

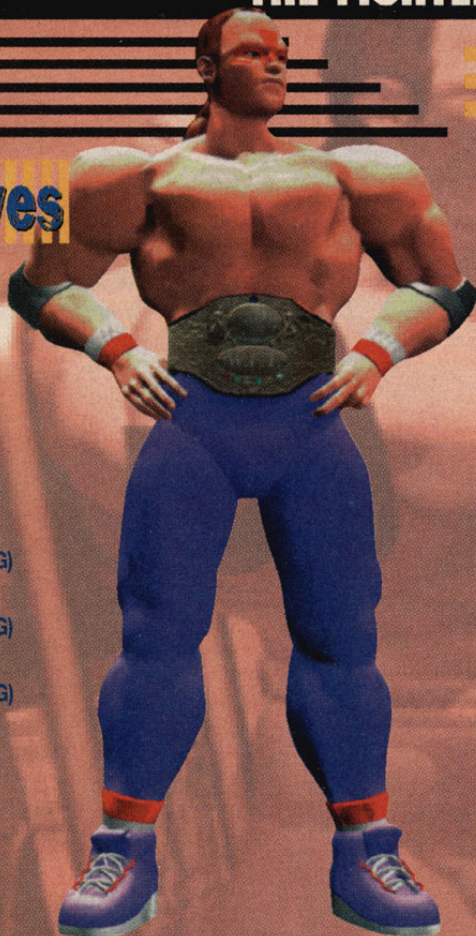
Tap (→ P G)

Wrist-Lock Throw

Motion → ↘ ↓ ↙ ← (P G)

Arm Whip

Tap →, (→ P G)



SPECIAL MOVES

Level Back Chop

Tap (P K)

Shoulder Attack

Tap ←, (→ P)

Reverse Sledgehammer

Hold ↓, tap (→ P)

Flying Kneel Kick

Tap →, (→ K G)

Neck Cut Kick

Tap (K G)

Saw Butt

Tap (→ K G)

Front-Roll Kick

Tap ←, (→ K G)

Drop Kick

Tap (↗ K)

Low Drop

Tap →, (↓ K)

Lariat

Tap (↘ P K)

Double High Kick

Tap K, K

Tomahawk Flash

Tap (→ P K)

Tomahawk Chop

Tap (↗ P)

Dragon Fish Blow

Tap (→ P), P

Short Shoulder

Tap ←, (→ P K)

Counter Moves

Dragon Screw

Tap (↙ P K)

Captured

Tap (← P K)

SPECIAL MOVES

Jeffery

MOVES

Stomach Crush

Tap ←, (↘ P K)

Elbow Stamp

Tap (← P)

Dash Elbow Upper

Tap →, (→ P), P

Elbow Hammer

Tap (→ P), (← P)

Kenka Kick

Tap →, (→ K)

Hell Kick

Tap ←, (→ K)

Toe Kick

Tap (↓ K)

Hell Dunk Hammer

Tap (↓ P K)

Rising Hammer

Tap ←, (↘ P), P

Combo Kenka Kick

Tap P, P, (← P)

Triple Upper

Tap (↘ P), P, P

Tornado Hammer

Tap →, (← P)

Knee Hammer

Tap (← K), P

Middle Hell Stamp

Tap (→ P K)

Kenka Upper

Tap ↘, (↘ P)

Killing Kick Hammer

Tap K, K, P

Ducking Low

Tap (↓ K G)

Throw Moves

Backbreaker

Tap (P G)

Power Slam

Tap (→ P G)

Splash Mountain

Tap ↘, (↘ P G)

Body Lift

Tap (← P G)

Power Bomb

While crouching, tap (↘ P K G)

Machine Gun

While crouching, tap ↓, (→ P K G)

Iron Claw

While crouching, tap (↓ P K G)

Front Backbreaker

Tap ←, →, (→ P G)

Triple Head-Butt

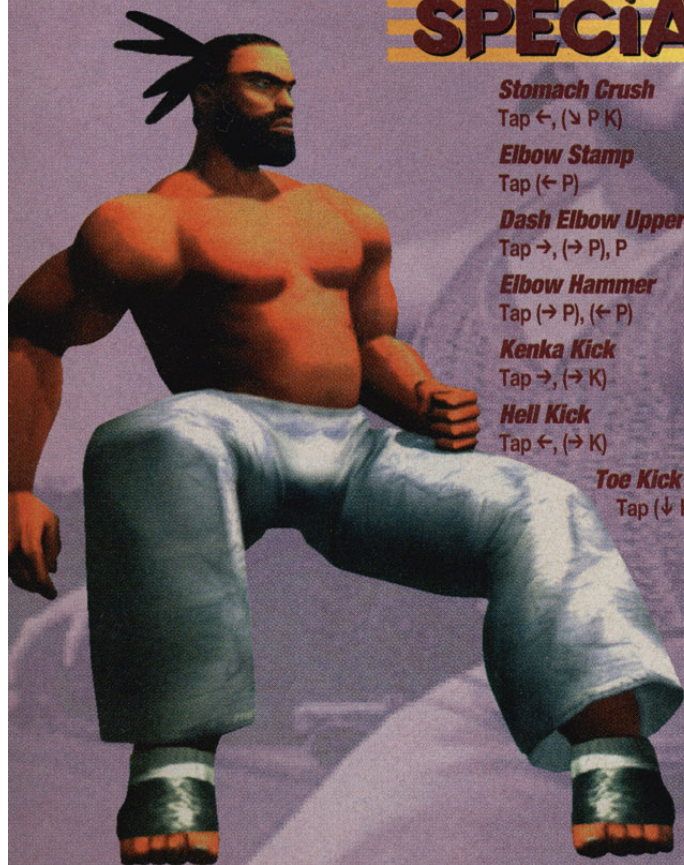
Tap ←, (→ P G), (→ P G), (→ P G)

Machine-Gun Hammer

Tap ↙, (→ P G)

Spanish Buster

Tap (↓ P G)



SPECIAL MOVES

Sokudan

Tap (↖ P)

Rakusenjin

Tap (→ P K)

Gen-Yo

Tap (← K G)

Hagaryu

Tap →, (→ K G)

Tsumuji-Geri

Tap (↓ K G)

Suisha-Geri

Tap (↖ K G)

Senpu-Geri

Tap (↖ K)

Fushin-Hizageri

Hold ↓, tap (→ K)

Sandan-Fujinkyaku

Tap P, P, P, (↖ K)

Ryuei-Hishokiyaku

Tap →, (→ P K G)

Ryuei-Kyaku

Tap →, (→ K)

Kaiten-Jizuikyaku

Motion ← ↖ ↓ ↘ → K

Jibashiri

Tap (↖ K)

Senpu-Jin

Tap (↓ P K)

Rasen

Tap (← P)

Ura-Suisha

Tap (↘ K G)

Ganzanba

Hold ↘, tap P

Hagakure-Senjin

Tap (↘ P K)

Engetsu-Geri

Tap (↗ K G)

Rasen-Urageri

Tap (← P), K

Sandan-Rasen-Urageri

Tap P, P, (← P), K

Sandan-Rasen-Urageri

Tap P, P, (← P), K

Kage

Throw Moves

Haura-Gasumi

Tap (P G)

Kage-Gasumi

Tap ←, (→ P G)

Katana-Gasumi

Tap (↘ P G)

Koen-Raku

Tap (← P G)

Jungyaku-Jizai

Tap (→ P G)

Fushin-Randageki

Tap (↗ P G)

Counter Move

Kote-Gaeshi

Tap (← P K)



Shun-Di

SPECIAL MOVES

Special Moves

Rensai-Gakushu

Tap ←, (→ P), P, P

Oso-Geki

Tap (← P)

Chowan-Ryoken

Motion ↓ ↘ → P

Tenshin-Sochusho

Tap (→ P K)

Haito-Rensenkyaku

Tap (↖ K G)

Koshu-Rentai

Tap (↖ K), K

Chubu-Sotenkyaku

Tap →, (→ K)

Honshin-Rensenkyaku

Tap (← K G)

Zenso-Sentai

After drinking, tap (↓ P K)

Renkan-Zensen-Sotai

After drinking,
tap (↓ P K), K, K

Senpu-Sotai

Hold ↓, tap (K G)

Renshu-Kaishu

Tap K, K, P

Sinho-Suikoshu

Tap ←, (↘ P)

Kasenko

Tap (→ P), P, P, K

Renchi-Chogeki

Tap K, K

Shasoku-Renkyaku

Tap (→ K G)

Renshu-Haikasho

Tap K, K, (↓ P)



Throw Moves

Suiho-Tenshinchu

Tap (P G)

Toshu-Richu

Tap (← P G)

Kanshori

Tap (P G)

Tenshin-Soko

Tap (↘ P G)

Rasen-Suichu

Tap (↘ P)

Shifting Moves

Tentoritsu

Motion → ↘ ↓ ↖ ←

Zabantetsu

Tap ↓, ↓

Gyoinsu

Tap (↓ P K G)

Oshin

Motion ← ↖ ↓ ↘ →

Chubushin

Tap (↑ P K)



Aoi

New Character

SPECIAL MOVES

Fuzakura

Tap →, (→ P K)

Josei-Ryusensho

Tap ←, (← P K)

Nirentotsu-Ochu

Tap P, P, P

Musoha

Hold ↘, tap P

Koromo-Guruma

Tap →, (→ P)

Sodeshinken

Tap (↘ P)

Hoo-Shu

Tap (↘ P K)

Hicho

Tap (→ P)

Tsumuji-Zakura

Tap (→ P), P

Kumo-Geri

Tap (→ K), K

Nirentotsu-Kugikyaku

Tap P, P, K

Raijinha

Tap (→ K)

Kusarigama

Tap K, K

Rentotsu-Kodachi

Tap P, P, P, K

Kusanagi

Tap (↓ K G)

Rentotsu-Kusanagi

Tap P, P, P, (↓ K)

Throw Moves

Koate

Tap (P G)

Rokudan-Obitori

Tap (← P G)

Engetsuha

Tap (↙ P G)

Aiki-Nage

Hold ↓, tap (→ P G)

Haoboro

Tap (← P)

Tensihin-Nyushin

Tap (← P K)

Ryuno-Agito

Tap (↙ P K)

Senryu

Tap (↓ P K)

Down Attack

Eda-Kudaki

Tap (↘ P G)

SPECIAL MOVES

Tsuppari

Tap P, P, P, P, P, P

Morote-Tsuppari

Tap →, (→ P), P, P

Kachiage

Hold ↘, tap (P K)

Morote-Tsuki

Tap →, (→ P)

Mage-Harite

Tap (P K)

Hijate

Tap (→ P)

Zangteki

Tap ↘, (↘ P)

Mageryu

Tap ←, (→ P)

Oni-Goroshi

Tap (↘ P)

Oni-Kachiage

Tap (↘ P K)

Tahakikorni

Tap (← P K)

Kanetsuki

Tap (← P)

Hyocho-Wari

Tap (↙ P K)

Taru-Kudaki

Hold ↓, tap (→ P)

Higuma-Zume

Hold ↓, tap ←, (→ P)

Hajiate-Tataki

Tap (→ P), P

Maruta-Hiza

Tap (→ K)

Siko-geri

Tap (← K)

Tsuyu-Harai

Hold ↓, tap (P K)

Taka

New Character

Throw Moves

Abise-Taoshi

Tap →, (→ P G)

Uwate-Nage

Tap (P G)

Tsuri-Otoshi

Tap (P G)

Yotsumi

Tap (→ P G)

Sotokake

Tap (↘ P G)

Kubinage

Tap (↙ P G)

Izori

Hold ↓, tap (← P G)

Surprise Attack

Tap (P K G)





MEGA MAN MEGA MYTH MEGA LEGEND

THE BLUE BOMBER'S BACK.



MEGA MAN 8™ ANNIVERSARY COLLECTOR'S EDITION

brings you brand new Mega features and classic Mega moves. The whole cast has returned with devious **new enemies**, **smooth animation**, and endless **customizing upgrades**. Plus, the **best Japanese anime**

battle intros available on any platform today! In honor of the Legend's 10th anniversary, we've also included a gift with every package. It's a **full color collector's anthology booklet** of Mega Man artwork previously unreleased in the U.S.

Welcome back, Mega Man!

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Hit the ICE!

Arcade

Wayne Gretzky's 3D Hockey

has just hit the arcade and
it's loaded with codes and
secrets! Here are some of the
best secrets and tips to keep
you playing for hours!

By Major Mike



The Basics

Offense

One-Timer

Simultaneously press Shoot and Pass when a computer teammate has the puck.

Fight!

Grab Punch

Simultaneously press Burst and Pass.

Uppercut

Simultaneously press Shoot and Pass.

Defense

Cross Check

Simultaneously press Burst and Pass.

Trip

Simultaneously press Burst, Shoot, and Pass.

Diving Block

Simultaneously press Shoot and Pass.

Secrets

Gameplay Secrets

Brick Wall Goalie

If the goalie makes five saves in a row, he turns into a brick wall.

Flaming Puck

If you score with a power shot (simultaneously press Burst and Shoot) from the midline, you'll ignite the net.

Beach Ball on the Ice

This occurs only if there is a score difference greater than three and 45 seconds is left on the clock.

Note: This trick works only after the machine has logged 300 hours.

Tron Ice Rink

Enter the initials TRN and the birthdate February 31.

Note: This trick work only after the machine has logged 500 hours.

Hat

Player gets a "hat rack" in the last 15 seconds of a period.

Swiss Cheese Goalie

Goalie is scored on by three successive shots.

Million-Mile-an-Hour Puck

Press and hold Power Shot for exactly five seconds.

Note: The shot must be taken from a very low-scoring-potential spot on the ice.

Game Modes

Enter the following codes at the Challenge screen.

Arcade Mode

Press and hold Left for two seconds.

Pro-Simulation Mode

Press and hold Right for two seconds.

Professional Mode

The A.I. doesn't catch up. Press and hold Up for two seconds and press Shoot.

Simulation Mode

Press and hold Down for two seconds.

Two-on-Two Mode

All players should press and hold Up, and press Pass.

Note: This code works only in Head-to-Head matches.

"Carnage runs rampant..."

★★★★

— Next Generation

"[Kain's] plot is complex — and gory — enough to satisfy even the most die-hard RPG player."

— Electronic Gaming Monthly

"Kain is a powerful, persuasive and exciting new character..."

— Game Informer

"the gaming equivalent of Braveheart."

— Next Generation

KEEP THIS GAME OUT OF THE REACH OF CHILDREN

— P.S.X.

GORY COMBAT ACTION

Brimming with 170 horrifying enemies and 21 demented spells — each with a unique bloody graphic.



VAMPIRE BLOODFEST

Drink the blood of your victims, then morph into one of four sinister forms to escape — vampire, wolf, bat or mist.



EPIC PRODUCTION

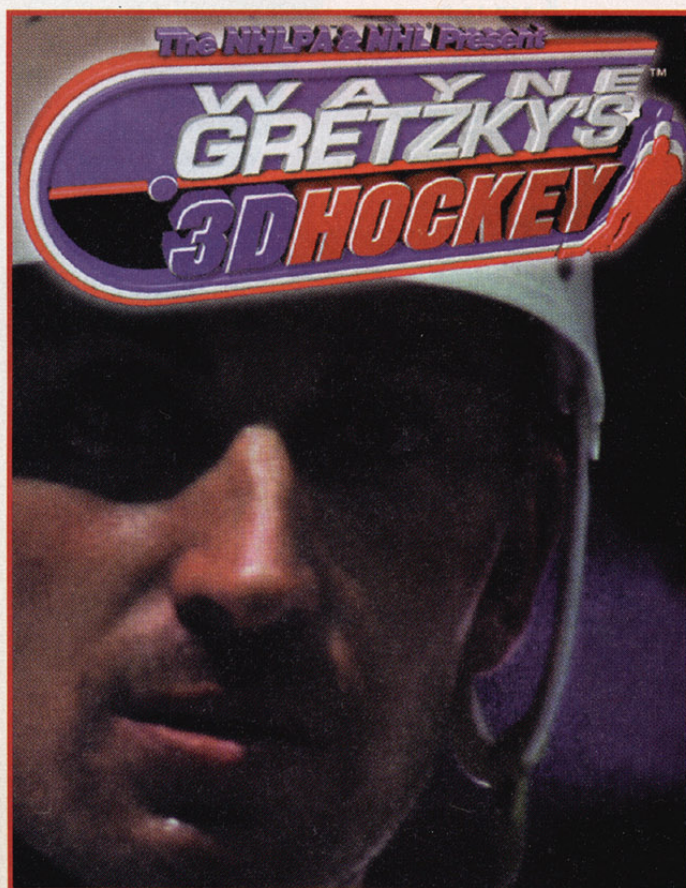
A staggering 100,000 plus screens and 120 hours of blood-spraying adventure enhanced with 25 grisly minutes of full-motion, 3-D animation.



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Explore the carnage
at www.activision.com
or www.crystald.com



Cool Cheats

Silly Heads

Enter the following codes at the Challenge screen.

Note: Press and hold Pass and Shoot while entering the following cheats.

Puck Head

Press and hold Burst and press Left, Right, Left, Left, Right.

Note: This cheat works only after the machine has logged 700 hours.

Big Heads

Press Up, Down, Up, Down.

Top Hat

Press Left, Left, Right, Right.

Wizard Hat

Press Right, Right, Left, Left.

Smiley Face

Press Down, Down, Up, Up.

Note: This cheat works only after the machine has logged 100 hours.

Frank Head

Press Left, Right, Right, Left.

Note: This cheat works only after the machine has logged 200 hours.

Punker Head

Press Right, Left, Right, Left.

Note: This cheat works only after the machine has logged 400 hours.

Diablo

Press Left, Right, Left, Right.

Note: This cheat works only after the machine has logged 600 hours.

Secret Players

Enter the following initials, birthdates, and numbers.

Note: These players aren't kicked out of a game if they get into a fight.

NAME	INITIAL	DATE	NUMBER
Mike Albaugh	MEA	7-5	30
Mike Alexander	MMM	12-28	14
Jesse Balderrama	JSE	6-23	44
Mark Beaumont	MSB	11-8	2
Steve Bennets	SJB	1-28	1
Robert Birmingham	RMB	2-5	33
Doug Brandon	DWB	7-25	17
Ramona Castro	RBC	8-11	11
Steve Correll	RSC	9-16	7
Jerry Cruz	JPC	9-24	24
Rob Daly	RVD	12-3	4
Derryl DePriest	DDD	3-22	22
Brent Englund	BJE	6-28	98
Jose Erazo	JE	10-7	65
Terry Farnham	TLF	7-28	92
Jon Hey	JWH	9-20	88
Bill Hindorff	WEH	7-29	57
Mark Hoendervoogt	MDH	11-17	69
Bob Ingold	BAI	9-22	1
Tom Keil	TLK	12-25	29
Howard Lehr	HRL	12-28	11
Trenton Lewis	TLL	1-23	3
Ed Logg	ED	9-11	48
Jeremy Mattson	JIM	6-22	68
Richard McGovern	RPM	5-29	42
Ace Miles	ACE	1-13	65
Patrice Morarity	PMC	2-8	44
Minh Nguyen	MVN	2-20	79
David Oritz	DJO	5-29	0
Tod Papy	PAP	4-19	69
John Paul	JFP	2-11	57
Mark Pierce	MSP	8-20	69
Rob Reninger	RJR	8-5	17
Bruce Rodgers	BER	3-7	00
David Shepperd	DMS	5-21	17
Elaine Shirley	ETS	7-20	25
Mike Taylor	MCT	5-11	10
Steven Thomas	SWT	8-10	68
Chuck Tollman	CTT	12-22	12
Dan Van Elderen	DNV	3-1	1
Jason Woznicki	JSN	1-21	43

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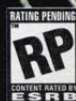
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"...very innovative projectile weapons and
background graphics" - Next Generation



"One of Zuntata's best soundtracks ever."
- GameFan



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Madden Money Plays

Here are some of the best tricks and plays the GamePros use to defeat their opponents in the most celebrated football game of the year

By Johnny Ballgame

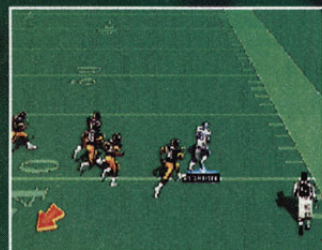
Pass Plays

Most people pick up a football game and instantly want to start heaving the ball downfield as quickly as possible. But in Madden, the defense can get tricky if you don't call the right pass patterns. Fortunately for football fans, there are a few plays that you can use to score big yardage almost every time.

The best pass play in the game is the Shotgun/Normal/Double Flag.



Drop straight back in the pocket and wait about three seconds as your two far-end receivers sprint up and cut toward the middle of the field. If you throw the ball to either wideout, he'll turn back toward the sideline to make the catch.



Once he has the ball, run all the way to the sideline, then turn up-field for a huge gain. The best way to prevent the defense from stopping you is to alternate your throws from the left wide receiver to the right wide receiver. When you have this play down, use the

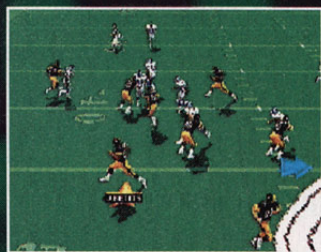
hurry-up offense and continually run the play all the way down-field for the best success.

Try these other pass plays to maximize your offensive output.

1. Pro/3 Wide/Quick Post
2. Pro/Normal/All Streak
3. Single/4wide/HB Circle
4. Near/TE MTN/Deep Post
5. Shotgun/4wide/Double Slot

Run Plays

Running the ball successfully is one of the keys to winning at Madden '97. By racking up yardage on the ground, you maintain control of the ball while also running the clock. You can literally keep the ball out of your opponent's hands and limit their offensive opportunities with a successful ground game.



The best running plays are those designed to go up the middle, but you then take to the outside and

run up the sideline. A perfect example of this is the Singleback/4 Wide/HB Dive Left. Instead of diving over the middle, start forward then run backwards a few yards as you dart toward the sideline. If you can avoid the first defender, you'll be off to the races.

When the defense keys in on that play, use these as a change of pace.

1. 1/2 TE/HB Wham
2. Near/Normal/HB Toss
3. I/Normal/Power Weak
4. I/Normal/Power Strong
5. 1/2 TE/HB Draw

Block That Kick

Sometimes football comes down to a last-second field goal or an extra point to win or to tie the game. Here's a play that will help you reject any hopes your opponent has of kicking the game winner.



Call the 3-4/52 Angle Man 3 and take control of the Nose Tackle.



When the ball is snapped, rush in between the center and the guard, and jump at the ball. If done correctly, you'll have a clear path to bat the ball right back into the kicker's face. **6**

Hidden Teams



At the User Records screen, type in **TIBURON**. Then press **O** to return to the team-select screen.



Shuffle through the teams and you'll notice eight hidden teams, including the All '50s and '60s, All '70s, All '80s, Madden All Time, the NFC Pro Bowl team, the AFC Pro Bowlers, an EA Sports team, and the Tiburon development team.

MADDEN 97

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driving and extreme
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Rampage your rig
with **actual** four wheel
independent suspension
and **real**
vehicle motion.

Maxx out your truck,
crunch the fenders,
and **kiss** your competition,
but don't **drive** it
into the ground.

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... 'CAUSE THIS AIN'T NO SUNDAY DRIVE

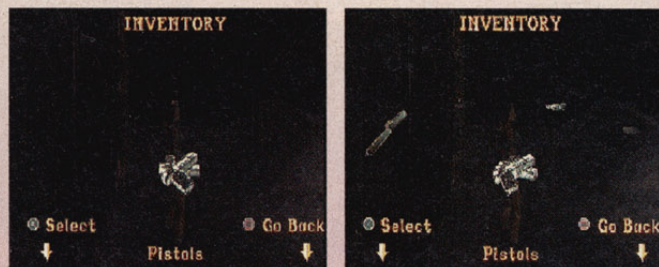
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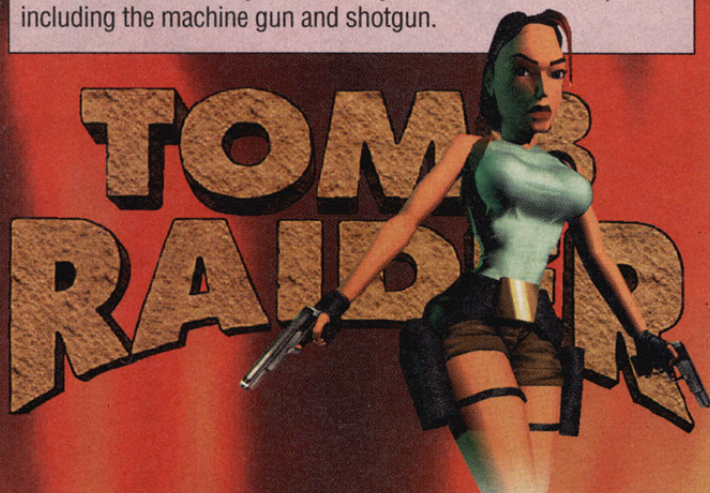
PlayStation

Tomb Raider

Get All Weapons



Start a game and **press Select** to enter the Inventory screen. At the Inventory screen, **press L1, △, R2, L2, R2, ○, L1**. Then **press Down** to go into the Option menu. **Press Up** to go back into the Inventory menu, and you'll have all the weapons, including the machine gun and shotgun.



Saturn

Tomb Raider

Level Skip



Pause the game and go into the last page of the passport. Once there, **press Z, Y, Z, Y, X, X, X, Start**. Then **press C** and you'll skip to the next level.



PlayStation

Twisted Metal 2

Play as Minion and Play on Secret Tracks



Play as Minion: At the Select Car screen, **press L1, Up, Down, Left**. You'll hear a gunshot. Cycle through the cars, and you'll find Minion between Shadow and Hammerhead. Minion is maxed out in everything except speed.

Secret Tracks



Note: The following tricks work only in a two-player Challenge Match.

Cyurbia: At the Choose Battleground screen, **press Down, Up, L1, R1**. You'll hear a gunshot. When the match starts, you'll be in the Cyurbia stage from the first Twisted Metal game.

Jet Moto: At the Choose Battleground screen, **press Up, Down, Right, R1**. You'll hear a gunshot. When the match starts, you'll be in a stage from the racing game Jet Moto.

Rooftops: At the Choose Battleground screen, **press Down, Left, R1, Down**. You'll hear a gunshot. When the match starts, you'll be in the Rooftops stage from Twisted Metal.

Steve White
Anchorage, AK

PlayStation

Twisted Metal 2**Passwords for Each Vehicle**

Here are all the passwords for each car in the game.

Note: A _ designates a blank space.

Axel

Moscow: x Δ x x _

Paris: ○ Δ □ _ Δ _

Amazonia: Δ Δ □ ○ ○ _

New York: _ Δ □ □ x _

Antarctica: x x Δ □ Δ ○

Holland: ○ x ○ Δ ○ ○

Hong Kong: Δ x ○ x x ○

Dark Tooth: Δ □ Δ □ _ □

Grasshopper

Moscow: Δ x ○ _ _

Paris: x Δ ○ □ □ ○

Amazonia: _ x ○ ○ Δ ○

New York: ○ Δ x ○ _ □

Antarctica: x □ □ ○ _ Δ

Holland: Δ Δ x □ ○ Δ

Hong Kong: ○ □ □ □ Δ x

Dark Tooth: x _ x □ □ _

Hammerhead

Moscow: _ Δ x x x _

Paris: _ x Δ □ x Δ

Amazonia: Δ _ _ x ○

New York: Δ Δ x Δ x x

Antarctica: Δ x Δ ○ x □

Holland: Δ □ □ x □ _

Hong Kong: ○ Δ ○ □ □ Δ

Dark Tooth: ○ ○ ○ _ Δ x

Mr. Grimm

Moscow: Δ Δ x x ○ _

Paris: ○ x Δ ○ Δ x

Amazonia: x □ □ Δ Δ Δ

New York: Δ _ _ ○ x ○

Antarctica: ○ Δ x Δ x _

Holland: x x Δ _ ○ x

Hong Kong: _ x ○ Δ □ □

Dark Tooth: _ □ Δ ○ ○ Δ

Mr. Slamm

Moscow: x x Δ □ x _

Paris: x _ _ ○ x □

Amazonia: ○ Δ □ _ □ x

New York: Δ x ○ □ _ ○

Antarctica: Δ _ Δ ○ Δ Δ

Holland: _ ○ _ _ ○ _

Hong Kong: □ _ _ Δ _ Δ

Dark Tooth: □ _ □ Δ ○ x

Outlaw 2

Moscow: _ x ○ _ Δ _

Paris: Δ Δ x ○ Δ _

Amazonia: Δ □ □ □ Δ _

New York: ○ x Δ Δ Δ _

Antarctica: x Δ ○ □ Δ _

Holland: x □ □ _ Δ _

Hong Kong: _ Δ x □ x x

Dark Tooth: _ ○ x _ Δ _

Roadkill

Moscow: ○ x Δ □ □ _

Paris: Δ _ Δ _ _ ○

Amazonia: x x Δ ○ □ Δ

New York: ○ _ _ x _ x

Antarctica: _ Δ □ x ○ _

Holland: x _ _ Δ _ □

Hong Kong: Δ Δ □ Δ ○ Δ

Dark Tooth: Δ ○ x Δ □ x

Shadow

Moscow: □ _ _ Δ Δ _

Paris: x x ○ _ Δ x

Amazonia: x Δ x □ ○ Δ

New York: x _ _ x ○ □

Antarctica: ○ x ○ ○ x ○

Holland: ○ Δ □ Δ □ _

Hong Kong: ○ _ Δ _ □ x

Dark Tooth: ○ Δ _ Δ ○ _

Spectre

Moscow: ○ Δ x x Δ _

Paris: _ Δ □ ○ ○ x

Amazonia: ○ x Δ □ Δ x

New York: _ x ○ x x Δ

Antarctica: x _ _ _ ○ Δ

Holland: Δ _ _ □ x □

Hong Kong: x Δ x Δ ○ □

Dark Tooth: x ○ ○ ○ _ Δ

Thumper

Moscow: ○ _ _ Δ x _

Paris: x □ □ ○ ○ Δ

Amazonia: Δ x ○ _ □ _

New York: x x Δ Δ x Δ

Antarctica: Δ Δ □ _ _

Holland: x Δ x _ □ Δ

Hong Kong: Δ _ _ □ Δ _

Dark Tooth: Δ _ □ □ x ○

Twister

Moscow: x _ _ Δ ○ _

Paris: Δ x ○ ○ x Δ

Amazonia: _ Δ □ x □ ○

New York: x Δ x ○ x _

Antarctica: ○ _ _ x □ Δ

Holland: _ x x _ _ ○

Hong Kong: x x Δ x □ _

Dark Tooth: x □ _ □ Δ ○

Warthog

Moscow: Δ _ _ Δ □ _

Paris: Δ □ □ □ x □

Amazonia: ○ □ □ ○ x x

New York: x □ □ _ x ○

Antarctica: _ x ○ Δ _ □

Holland: Δ x Δ □ _ x

Hong Kong: ○ x Δ ○ _ ○

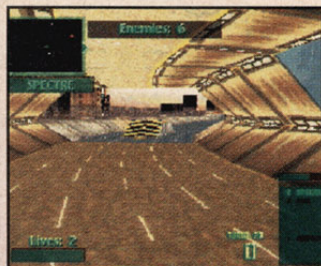
Dark Tooth: ○ □ _ ○ ○ □



PlayStation

Twisted Metal 2

Advanced Attacks



Press any of the following buttons any time during gameplay.

Freeze Blast: **Press Left, Right, Up.**

Jump: **Press Up, Up, Right.**

Land mines: **Press Right, Left, Down.**

Napalm: **Press Right, Left, Up.**

Rear Attack: **Press Left, Right, Down.**

Shield: **Press Up, Up, Right.**

Temporary invisibility: **Press Right, Down, Left, Up.**

Tyler Owens
via Internet

PlayStation

Wipeout XL

Machine Gun



Start a game and pause it. While the game is paused, **press** □, ○, ×, □, ○, ×, △. Unpause the game and you're now armed with a deadly machine gun instead of special weapons. Note: Using this cheat may lock up the game.

Christian Papana
Northfield, IL



PlayStation

Machine Head

Infinite Ammunition, Energy, and Level Select



At the title screen, enter any of the following button presses. The cheat will scroll by after the buttons are entered.

Infinite ammunition: **Press** ○, ○, ○, ○, L1, ○, L1, L1, ○, L1, L1, ○, L1, L1, L1, L1.

Infinite energy: **Press** ○, L1, L1, L1, ○, L1, ○, ○, L1, ○, ○, ○, L1, L1, L1, L1, ○, ○, L1.

Level select: **Press** L1, ○, L1, L1, L1, ○, ○, ○, ○, L1, L1, ○, ○, L1, ○, L1, ○, ○, ○, ○. Then **press R1 or R2** to select a level.

Nintendo 64

Cruis'n USA

Hidden Cars



At the Choose Car screen, **press and hold Up, Left, and Down** on the yellow buttons. While holding these buttons, put the cursor on any of the cars except the Ferrari on the far right. The cars on the jacks will change into different cars, including a jeep and a school bus.

JUPITER, 2073. | NOT A PLACE FOR THE FAINT-OF-HEART. NOR THE WEAK-OF-MIND. MECHANIZED ARMIES RUN AMOK, AND YOU MUST DEVELOP THE STRATEGIES AND ALLIANCES TO QUELL THE CHAOS. GO FROM BLUEPRINT TO BATTLEFIELD AS YOU DESIGN, BUILD, PROGRAM AND LAUNCH YOUR MECHANIZED WARRIORS INTO CONFLICT IN THE FIRST IN-DEPTH STRATEGY GAME FOR YOUR PLAYSTATION GAME CONSOLE.

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ENGINE DISPLACEMENT 61.2 LITERS
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ARMOR
70MM ARMOR
DEFENSE FACTOR 26
WEIGHT 16800 KG

MAIN WEAPON
PROWLER LASER
WEIGHT 300 KG
HM OSCILLATOR B
SHOTS 200
FIREPOWER 65 (1 SHOT)
WEIGHT 400 KG

DESIGN YOUR OWN CUSTOMIZED MECHANIZED WARRIOR FROM FOUR BODY-TYPES AND NINE WEAPONRY SYSTEMS WITH NO LIMIT OF COMBINATIONS



PROWLER II BODY
DURABILITY 530
WEIGHT 2360 KG

Carnage Heart™



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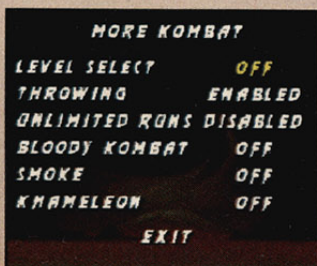
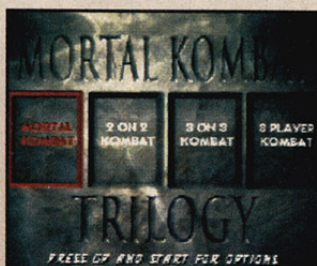


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The optimization has brought about the above performance.

More Kombat Menu



Marc Capistrano
Union City, CA

Wipeout XL

Funky Vehicles



Press and hold L1, R2, Start, and Select, and turn on the PlayStation. Hold the buttons until the Wipeout XL copyright screen. The moment the copyright screen appears, release the buttons. When the game starts, all the ships will be replaced by funky characters. If you use the cheat for the Piranha ship (see "SWATPro," January) with this code, you race as a shark.

Project Overkill

Ammo, Shield, and Health



Ammo: Press and hold **O**, press **□**, release **O**, press and hold **△**, press **×**, release **△**, press and hold **O**, press **×**, release **O**, press and hold **×**, press **□**, release **×**. Unpause the game and the word “Cheater!” will appear at the top of the screen, but you’ll have all the weapons and ammo.

Shield: Press and hold Right, press ○, □, △, release Right, press and hold Left, press □, ○, ×, release Left. Unpause the game and the word “Cheater!” will appear at the top of the screen, but you’ll have a temporary body shield.

Health: Press and hold □, press ○, ×, △, release □, press and hold ○, press □, ×, △, release ○. Unpause the game and the word "Cheater!" will appear at the top of the screen, but your health will be maxed out.

Tokyo Highway Battle

Lots of Money



Start the game, and when the Jaleco logo appears, **press and hold L1, L2, R1, Down, and Start** on Controller Two. Hold the buttons until the title screen appears. Then, when you buy parts for your car, your money will be maxed out.

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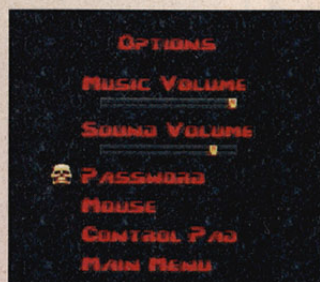
www.vie.com



PlayStation

Final Doom

Passwords



The Master Levels

Level 2	Virgil	R B F 9 D 3 9 5 S Q
Level 3	Canyon	1 L 3 C ! F 7 X 0 2
Level 4	Combine	H L L Z T P 0 K K K
Level 5	Catwalk	6 J 1 N W H F R 6 4
Level 6	Fistula	8 W W R S S H M 7 9
Level 7	Geyron	D 9 S 0 W V F J F C
Level 8	Minos	H S 9 Y W 3 H M F C
Level 9	Nessus	0 S S H C W F V Y W
Level 10	Paradox	H T ! O V L X L D B
Level 11	Subspace	J 7 7 V Y T M D C F
Level 12	Subterra	6 X D H R W 2 5 ! 8
Level 13	Vesperas	C 3 3 W 2 Y 0 G H K

TNT Evolucion

Level 14	System Control	F P 6 2 Z M S W J G
Level 15	Human Barbecue	D 5 5 1 0 Q K R K H
Level 16	Wormhole	Z V B K T ! 0 6 9 !
Level 17	Crater	1 C C T V 9 G Q ! 9
Level 18	Nukage Processing	T M 4 0 L J 2 Z K J
Level 19	Deepest Reaches	H Y Y 4 G Q 9 G S Q
Level 20	Processing Area	! 5 N R 4 W 7 C 2 0
Level 21	Lunar Mining Project	1 F F G V Z 1 7 7 7
Level 22	Quarry	S N 5 Y O R K I G H
Level 23	Ballistix	Z B B S T 6 R 8 9 !
Level 24	Heck	G K 2 5 J L V 3 L L

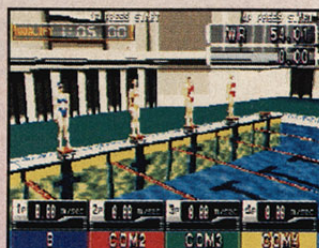
The Plutonia Experiment

Level 25	Congo	G 2 2 4 S G Y S N L
Level 26	Aztec	T R 8 W X J V N B D
Level 27	Ghost Town	X B B R T 6 7 N 8 !
Level 28	Baron's Lair	N G Z 9 H T C M M P
Level 29	The Death Domain	0 G G M 0 6 W 5 4 6
Level 30	Onslaught	9 9 S D 4 0 F Y V W

PlayStation

International Track & Field

New Bathing Suits

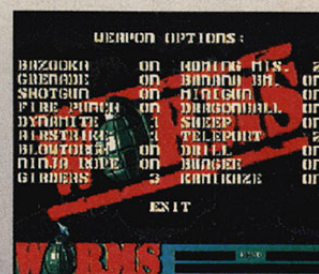


To put the swimmers in bikinis for the 100m Free Style, at the Game Select screen, highlight 100m Free Style. Then **press Up, Up, Down, Down, Left, Right, Left, Right, O, X**. Then press Start to begin the race. When the race starts, all the swimmers will be wearing bikinis.

Saturn

Worms

More Weapons



At the title screen, enter Worm Options. From here, select Weapons. At the Weapons Options menu, move the cursor off the options, including Exit, and **simultaneously press Z and C ten times**. This adds new weapons, including Banana Bombs, sheep, and miniguns to the weapons options.

Shane Hauge
Internet

3-D fighting with a vengeance.



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UNEARTHLY QUEST FOR VENGEANCE!



CLEAR YOUR PATH TO JUDAH WITH
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the CROW™ city of angels



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www.acclaimnation.com

PC Cheats

Duke Nukem 3D

Enter the following codes during the game, not while the game is paused:

Show your position on the map: **dncoords**

Shows all the map: **dnshowmap**

Gives all items: **dninventory**

Gives all keys: **dnkeys**

Gives all weapons and ammo only: **dnweapons**

Opens all doors on the present level: **dnunlock**

No Clipping mode: **dnclip**

Kill all monsters on present level -v1.1 & 1.3 only: **dnmonsters**

Infinite jet-pack fuel (must have jet pack to work): **dnmajor**

Receive all weapons, full ammunition, and items: **dnstuff**

God mode: **dnkroz**

Receive all key cards: **dnitems**

Game/level warp (## = game# and level#): **dnscotty##**

Receive Steroids: **dnhyper**

Game frame rate (25+ is great): **dnrate**

View from behind Duke: **dnview**

Change skill level to #: **dnskill#**

Shows lots of debugging info: **dndebugg**

Throw money when space bar is depressed: **dncashman**

Displays "Buy Major Stryker" message: **dnallen**

Displays "Pirates Suck" message: **dnbeta**

Displays "Register Cosmo" message: **dncosmo**

Quake



Start a game and pause it. Then enter Options. In Options, go to Console Mode, and type in any of the following at the cursor:

God mode toggled on or off: **GOD**

Flying time: **FLY**

All weapons and ammunition: **IMPULSE 9**

Get a Rune: **IMPULSE 11**

Quadruple damage: **IMPULSE 255**

Walk/run through walls: **NOCLIP**

Monsters won't attack you unless provoked: **NOTARGET**

Level warp (E=episode; M=map): **MAP E#M#**

Gives you # shells: **GIVE S #**

Gives you # nails: **GIVE N #**

Gives you # rockets: **GIVE R #**

Gives you # cells: **GIVE C #**

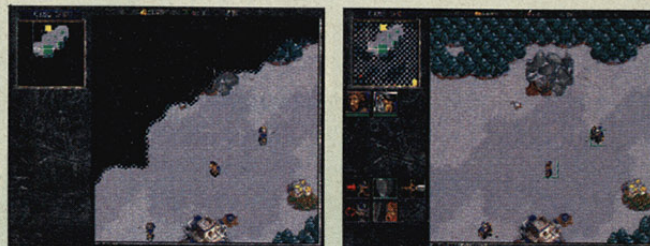
Ups your health #: **1-999 GIVE H #**

Gives you weapon # (8 is the lightning gun, and so on): **GIVE #**

Onscreen crosshair: **CROSSHAIR 1**

Removes shadows: **R_FULLBRIGHT 1**

Warcraft II



To enable these cheats, **press Enter** anytime during the game and type in any of the following:

Adds gold and lumber to your resources: **Glittering Prizes**

All buildings, units, and upgrades are built at an accelerated rate: **Make it so**

Instant victory: **unite the clans**

Dramatically increase lumber-harvesting speed: **hatchet, axe, or saw**

Instant defeat: **you pitiful worm**

Removes victory sequence and lets you continue playing: **never a winner**

All your units are invulnerable, except to a direct catapult hit, and will inflict 255 points of damage on each enemy they hit: **It is a good day to die**

Displays the entire map area: **showpath**

Displays "Go Bruins" on the screen: **ucla**

Disable magical traps: **noglues**

Adds 5000 oil to your resources: **valdez**

Upgrades your magic users with all spells: **every little thing she does**

Jump to finale movie: **there can be only one**

Upgrades all technologies immediately: **deck me out**

Makes Warcraft II demo fight scenes between games pop up faster: **Fastdemo**

Displays FIEF on the screen: **day**

Gives oil: **Spycob**

Makes a laser show in the background: **Netprof**

Allows you to surrender during multiplayer games: **Allowsync**

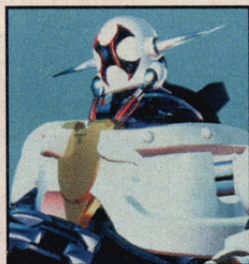
Enable or disable cheat codes during multiplayer games: **Title**

PlayStation

Star Gladiator

Play as Bilstein, Kappah, and Blood, and Get the Dark Mode

Play as Bilstein: Start a game in Arcade mode. Then, at the character-select screen, **press and hold Select**, put the cursor on Gore, and **press** ×, ○, ×, ○, □, □, □, △, △, △, and **simultaneously press** × and ○. Bilstein appears. Move the cursor to the right of Gore, and you can play as Bilstein.



Play as Kappah: You must first enter the code to play as Bilstein. Start a game in Arcade mode. Then, at the character-select screen, **press and hold Select**, put the cursor on Hayato, and **press** ○, □, △, □, ×, □, △, □, ○, □, and **simultaneously press** × and △. Kappah appears. Move the cursor to the left of Hayato, and you can play as Kappah.



Play as Blood: You must first enter the codes to play as Bilstein and Kappa. Start a game in Arcade mode. Then, at the character-select screen, **press and hold Select**. Put the cursor on Bilstein and **press** ×, □, ×, □, ×, □. Then move the cursor on Kappah and **press** ○, △, ○, △, ○, △, and **simultaneously press** L1 and R1. Now you can play as the boss character Blood.



Dark Mode: At the Vs screen, **press and hold** L2, R2, and Down until the fight starts.

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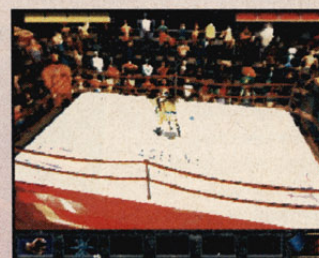
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PlayStation

Time Commando

Fight Computer Opponent



To fight a computer-controlled doppleganger, enter the password **COMMANDO**. You'll start in a wrestling ring for a little one-on-one fighting.

Hanston Salim
via Internet

Saturn

Battle Arena Toshinden URA

Play as Wolf and Repli, Two-Button Overdrive Moves, Play as Sho and Vermilion, and URA Option 2



At the title screen with the words "Press Start Button" flashing, press any of the following quickly:

Note: You must enter the cheats in the following order.

Play as Wolf and Repli: **Press A, B, Z, X, Y, C**. The 1P Game option should turn yellow. The boss characters Wolf and Repli have been added to the lineup of playable fighters.

Two-button overdrive moves: **Press A, Z, C, X, B, Y**. The 1P Game option should turn blue. Now you can execute overdrive moves by **simultaneously pressing** Z and C.

Play as Sho and Vermilion: **Press A, Y, C, X, B, Z**. The 1P Game option should turn red. The hidden characters Sho and Vermilion have now been added to the lineup of playable fighters.

URA Option 2: **Press A, X, Y, Z, C, B**. Then, at the next screen, go to Options. **Press and hold R**, and **press A**. Now there are several new options, including no ring-outs and other cheats.

E-mail us your tips and tricks through America Online
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Acclaim.....Second Cover, 1, 9, 119, 129	Crystal Dynamics.....75	LucasArts.....55, 56, 57	Sega.....4th Cover
ACT Laboratory.....73	Dreamworks.....69	Mindscape.....91	Sony.....2, 3, 34, 35, 79, 125
Activision.....6, 7, 117	Electronic Arts.....24, 25	Namco.....18, 19, 38, 39, 60, 61	Tecmo.....42, 43
Atlus Software.....77	Funco.....133	Nintendo.....16, 17	Universal Interactive Studios.....67
American Softworks.....13, 28, 29, 121	GT Interactive.....10, 11	Pandemonium.....135	Virgin Interactive Entertainment.....15, 85, 127
Capcom.....23, 115	Interact.....136, Third Cover	Playmates.....4, 5	Williams.....8
Columbia House.....31	Konami.....51, 71	Psygnosis.....83	Working Designs.....99

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P	I	N	C	H	
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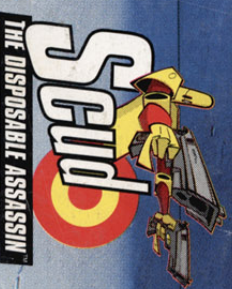
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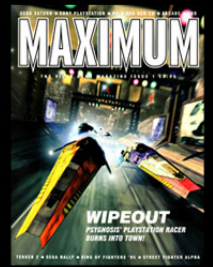


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